Official Establishment File

壁

In the abyss of his soul, truths concealed in the memories stolen by mako begin to stir. Like a signpost, they beckon him back to the time his old aspirations were lost.

Cloud Strife

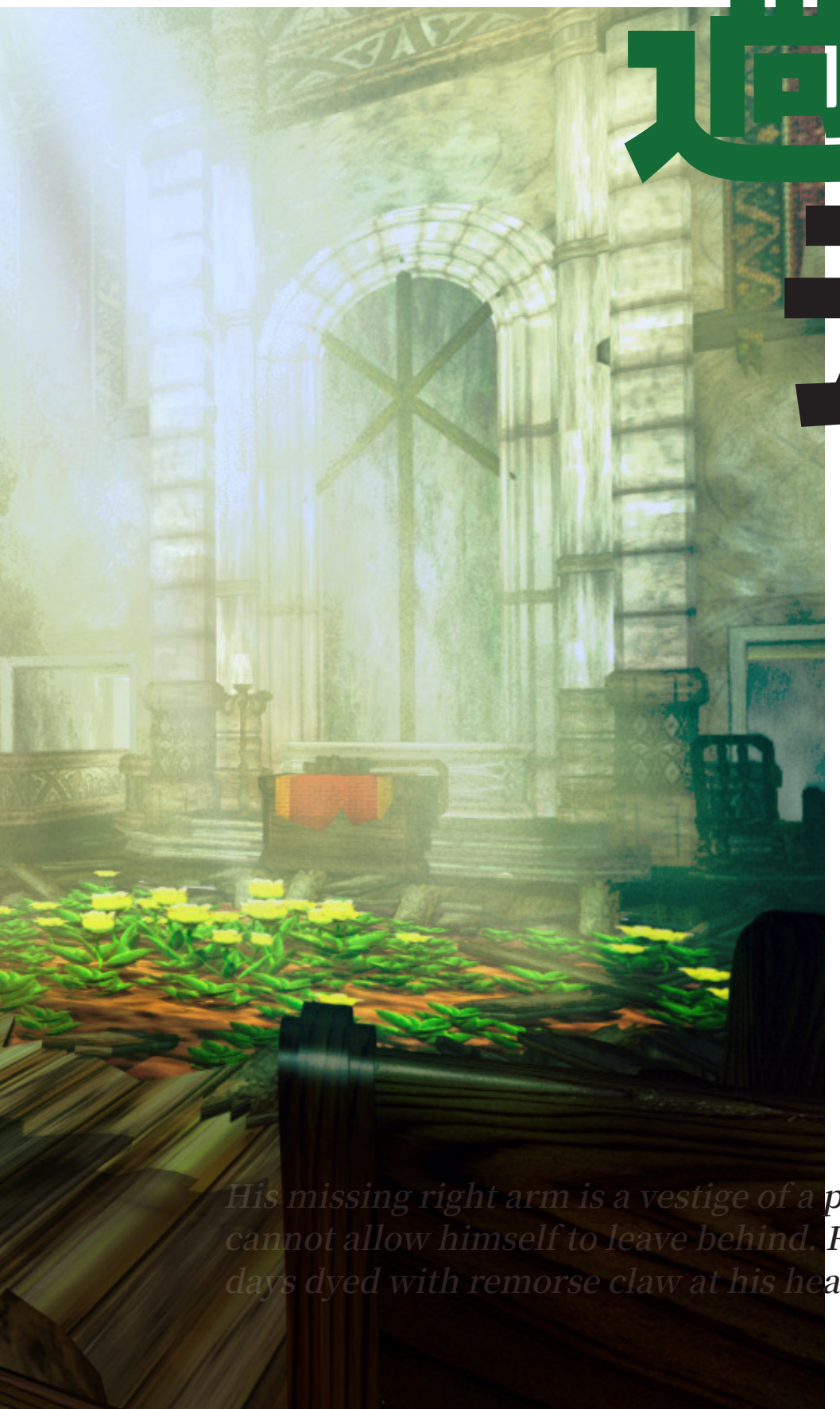
AERITH GAINSBOROUGH

An irresistible destiny whispers to her across the expanse of her ancestry. Will the arrival of a preordained fate lead her to a place of repose?

血脈

Barett Wallace

過去



His missing right arm is a vestige of a past he cannot allow himself to leave behind. Recollected days dyed with remorse claw at his heart.

望郷

TIFA LOCKHART

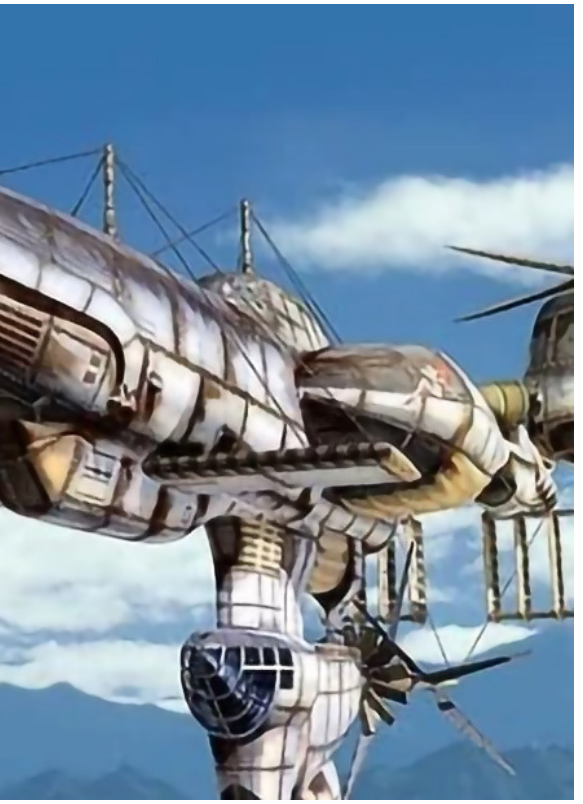
A soft memory from her childhood turns her eyes toward the future. However, in that future, revenge and doubt cast a dark shadow.

迂回

RED XIII

Sometimes the unknown can only be encountered by taking the long way around. By the pallid eye of the full moon, a heroic past is revealed to him.

HIGH WIND



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CHAPTER OF

キャラクター編

CHARACTER

Cloud Strife

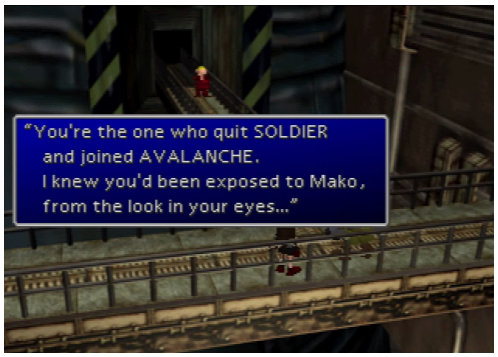
クラウド・ストライフ

Cloud Strife　クラウド・ストライフ

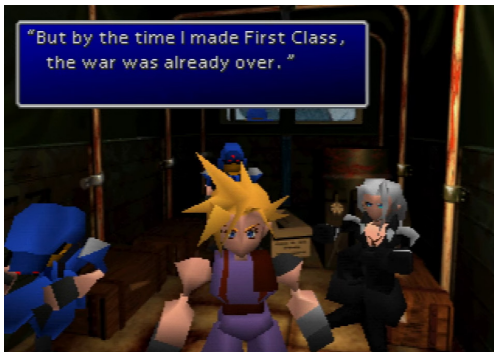
Age	21
Height	173cm
Blood Type	AB
Birthday	August 19th
Hometown	Nibelheim Village
Weapon	Sword

Cloud Strife

クラウド·ストライフ



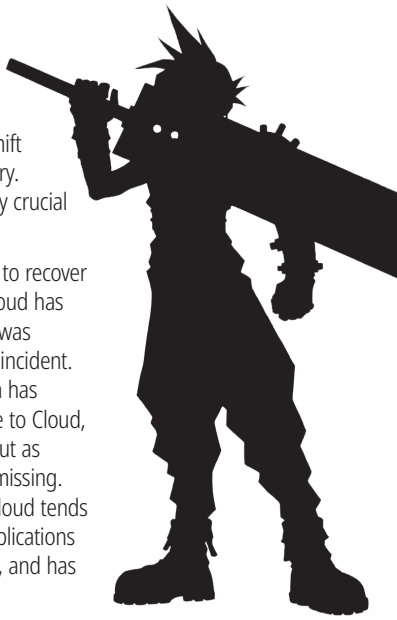
Cloud encounters President Shinra at Mako Reactor 5. As an ex-SOLDIER, his eyes bear the unique glow possessed only by those bathed in mako.



A fragment of what little memory remains to Cloud. Five years ago, Cloud and Sephiroth chatted aboard a military transport bound for Nibelheim's outdated mako reactor.

Cloud gets unusually candid with Avalanche members Barett and Tifa. His desire to be like Sephiroth had a profound impact on his life.

Background ■ Born in the village of Nibelheim, Cloud longed for strength from an early age. He was drawn to the hero Sephiroth, a SOLDIER in Shinra's public security forces, and at the age of 14 set out for Midgar on his own. Blessed with natural talent, he rose through the ranks to become a SOLDIER 1st Class, but resigned his position five years ago to begin life as a mercenary. His current employer is an anti-Shinra organization called Avalanche.



Enveloping Incident ■ An incident that unfolded in Nibelheim five years ago served as the catalyst for Cloud's shift in career from a SOLDIER to a mercenary. However, his memory of this supposedly crucial event is currently lost to him.

Character Development ■ In order to recover the memories he lost five years ago, Cloud has set out on a search for Sephiroth, who was supposedly with him at the time of the incident. As a result of this connection, Sephiroth has become a person of utmost importance to Cloud, not merely as a subject of admiration but as an embodiment of the memories he's missing. Perhaps due to his SOLDIER training, Cloud tends to be more focused on the practical applications of things than their underlying essence, and has little interest in the picayune.

Cloud speeds along on the Hardy-Daytona at night in Midgar. None but his shadow can keep pace with his superb riding technique.

Limit

●バミット

As an ex-SOLDIER, his ability is so advanced that even a simple sword swing can create a whirlwind strong enough to cleave space-time. Cloud possesses a number of techniques that combine his tremendous power and outstanding skill.

LV	Limit Break Name	Targets	Effect
LV1	Braver	Single enemy	Takes a giant leap and brings his sword down on a single enemy
	Cross-Slash	Single enemy	Slices a single enemy with sword strokes in the shape of an ominous Japanese character
LV2	Mako Blade	All enemies	Attacks a single enemy with ki, which dissipates to all other enemies upon contact
	Ascension	Single enemy	Pierces a single enemy with his blade and rises up to cut through it
LV3	Meteorain	Multiple enemies	Emits countless ki projectiles from midair, showering multiple enemies
	Finishing Touch	All enemies	Whips up a whirlwind that lifts all enemies up into the air before slamming them back down

Weapon

●ウェポン

Combining huge physical strength with lightning agility, Cloud prefers super-heavy, highly damaging swords that further maximize his power and abilities.

SWORDS

Weapon Name	Materia Slots	Notes
Buster Sword	⛓	Initial equipment
Mythril Saber	⛓ ○	
Hardedge	⛓ ○ ○	
Mutsunokami	○ ○	
Enhancer	⛓ ⛓ ○	
Murasame	⛓ ⛓ ○ ○	
Crystal Sword	⛓ ⛓ ⛓	
Force Stealer	○ ○ ○	2x Materia growth
Rune Blade	○ ○ ○	2x Materia growth
Butterfly Edge	⛓ ⛓ ⛓	2x Materia growth
Organyx	⛓ ⛓ ○	

Aerith Gainsborough

エアリス・ゲインズブール

Aerith Gainsborough　エアリス・ゲインズブール

Age	22
Height	163cm
Blood Type	O
Birthday	February 7th
Hometown	Unknown
Weapon	Staff

Aerith Gainsborough

エアリス・ゲインズブール

Avalanche's sabotage of Mako Reactor 1 sends crowds scurrying through the nighttime streets of Sector 8. As he makes his getaway, Cloud unexpectedly encounters a flower peddler named Aerith.

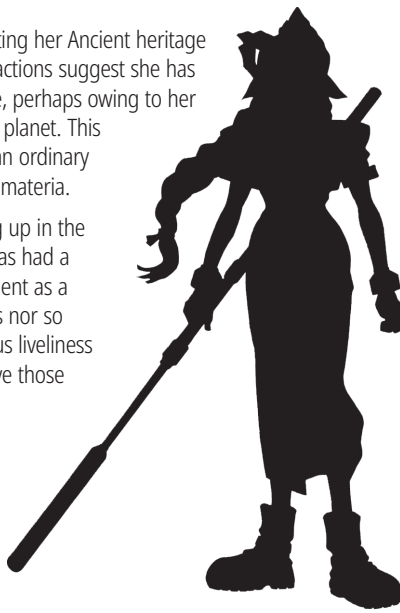
A second chance encounter occurs soon afterward. Aerith reunites with Cloud in a church near her home in the Sector Five slums, where she raises her miraculous flowers.

A legendary location whose very existence is debated. Here, Aerith comes face to face with an inevitable fate she seems already to know of thanks to the blood that flows within her.

Background ■ Due to the reactors pumping up mako from the earth, flowers can no longer be grown, yet Aerith manages to cultivate them at home and in a church in the Sector Five slums, peddling her yield in the streets of Midgar. Although raised in the slums, her birthplace lies elsewhere. The Turks pursue her relentlessly in large part because of her mysterious origin.

Behavioral Quirks ■ A destiny befitting her Ancient heritage lies in store for Aerith. Her words and actions suggest she has fore-knowledge of this inescapable fate, perhaps owing to her Ancient ability to hear the voices of the planet. This lineage also makes her more adept than ordinary humans at drawing forth the power of materia.

Character Development ■ Growing up in the chaotic slums of Midgar's underbelly has had a significant impact on Aerith's development as a person. Neither overly reliant on others nor so stubborn as to refuse aid, her audacious liveliness and constructive go-getter attitude leave those around her with a feeling of fondness.



Aerith peddles natural flowers in a city whose every facet is artificially managed. Mako gives rise not only to man-made lights and clamor, but to brilliant plumes of mako that hang in the night air.

Limit
●バミット

Rather than using entropic techniques that break down the physical system of the world, Aerith favors techniques that maintain the planet's order. These have powerful effects only achievable by an Ancient.

LV	Limit Break Name	Targets	Effect
LV1	Healing Wind	All allies	Calls forth a holy wind that restores HP to all party members
	Seal Evil	All enemies	Seals the evil ki of all enemies such that they can no longer cast magic
LV2	Breath of the Earth	All allies	Cleanses all allies of detrimental status effects by bestowing the blessing of the earth
	Fury Brand	All allies	Fully fills the limit gauges of all other party members
LV3	Planet's Protection	All allies	Grants temporary invincibility to all party members with an enormous surge of benevolence
	Pulse of Life	All allies	Fully restores the HP and MP of those both living and dead

Weapon
●ウェポン

Having been raised amid the turmoil of the slums, Aerith eschews sharp-edged weapons that only aim to inflict great damage, preferring instead the portability and versatility of staves.

STAVES

Weapon Name	Materia Slots	Notes
Guard Stick	○	Initial equipment
Mythril Rod	⊂⊃	
Reinforced Staff	⊂⊃ ○	
Bladed Staff	⊂⊃ ⊂⊃	
Prismatic Staff	⊂⊃ ⊂⊃	
Aurora Staff	⊂⊃ ⊂⊃ ○	
Wizard Staff	○ ○ ○	2x Materia growth
Weiser Rod	○ ○ ○ ○	2x Materia growth
Fairy Tail	○ ○ ○ ○ ○	2x Materia growth
Princess Guard	⊂⊃ ⊂⊃ ⊂⊃ ○	

Barett Wallace

バレット・ウォーレス

Barett Wallace　バレット・ウォーレス

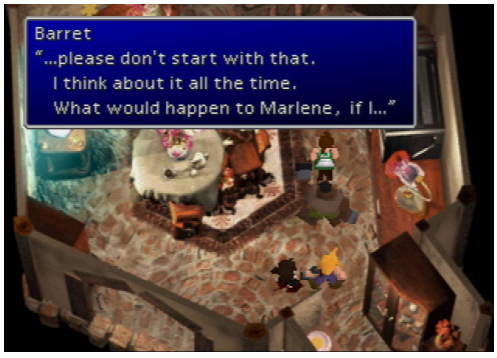
Age	35
Height	197cm
Blood Type	O
Birthday	December 15th
Hometown	Corel Village
Weapon	Prosthetic Arm

Barett Wallace

バレット・ウォーレス

After the Mako Reactor 1 bombing, Barett and the others sneak onto Shinra's MK100 passenger train in hopes of fleeing to the slums. While aboard, Barett voices his disdain for Midgar to Cloud.

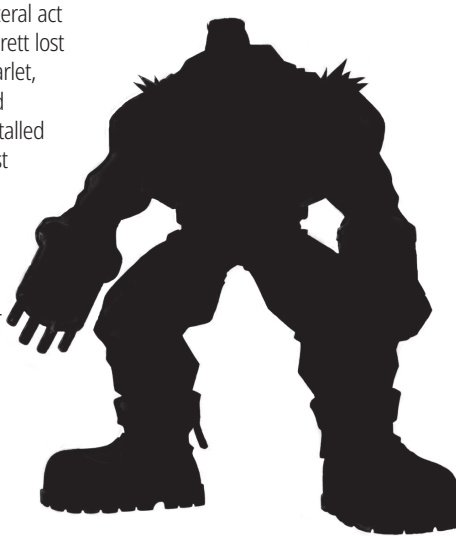
Barett spends some quality time with his beloved daughter Marlene in the basement of Seventh Heaven, where his anti-Shinra organization Avalanche has made its Sector 7 slums hideout.



At Aerith's house in the slums of Sector Five, a remark from Aerith's mother leaves Barett agonizing over his desire both to fight with Avalanche and spend time with his daughter.

Background ■ The current leader of Avalanche, an anti-Shinra group formed in Cosmo Canyon by individuals who value the life of the planet. Pressured by the Shinra Electric Power Company, various media outlets cover the bombing campaign at Mako Reactor 1 as an act of eco-terrorism calculated to inflict damage on the general public.

Emotional Scars ■ Barett's hometown of Corel was discovered four years ago to contain a wealth of mako. Taking notice, Shinra undertook plans to construct a mako reactor there. Barett supported the proposal, hoping it would improve life in the village. However, the mako reactor was later shut down after an explosion. Villagers opposed to the reactor were blamed for the incident, and Corel was burned to the ground in a unilateral act of retribution. In the process, Barett lost his right arm to gunfire from Scarlet, the director of Shinra's Advanced Weaponry Division, and later installed a prosthetic. Parted from his best friend Dyne, now Barett tortures himself with self-blame for his support of the mako reactor.



Character Development ■ He acts on the motivating power of his anger, with no grounding in logic, and concerns himself only with his family and comrades. He struggles balancing his Avalanche activities with his obligations to his family.

Limit
●バミット

Barett's main focus is on weapons that draw out the full potential of his prosthetic arm, be they highly destructive or limitless with their ammunition.

LV	Limit Break Name	Targets	Effect
LV1	Big Shot	Single enemy	Blasts a single enemy with a shot twice as powerful as normal
	Fire in the Hole	All enemies	Fires a grenade into the enemy's midst, dealing damage to all foes
LV2	Mind Break	Single enemy	Shatters a single enemy's psyche, reducing their MP to zero
	Hammer Blow	Single enemy	Strikes a single enemy with a strong blow, launching them far away
LV3	Satellite Beam	All enemies	Remotely operates a satellite cannon to fire beams at all enemies
	Maximum Fury	Multiple enemies	Fires a barrage of 30 highly destructive bullets, hitting multiple random enemies

Weapon
●ウェポン

Barett wields prosthetics that he attaches to his right arm. Perhaps he does so in a bid to overcome his past by compensating for deep physical and psychic pain. How he acts in regard to the future will tell all.

PROSTHETIC ARMS

Weapon Name	Materia Slots	Notes
Gatling Gun	○	Initial equipment
Wrecking Ball	⊂⊃ ○	
Light Machine Gun	⊂⊃	
Steel Pincers	⊂⊃ ○ ○	
Hard Vulcan	⊂⊃ ⊂⊃	
Chainsaw	⊂⊃ ⊂⊃ ○	
Microlaser	⊂⊃ ⊂⊃ ○ ○	
AM Cannon	⊂⊃ ⊂⊃ ⊂⊃	
Twin Machine Gun	○ ○ ○	2x Materia growth
Drill Arm	○ ○ ○	2x Materia growth
Solid Bazooka	⊂⊃ ⊂⊃ ⊂⊃	2x Materia growth
Rocket Punch		

Tifa Lockhart

ティファ・ロックハート

Tifa Lockhart　ティファ・ロックハート

Age	20
Height	167cm
Blood Type	B
Birthday	May 3rd
Hometown	Nibelheim Village
Weapon	Gloves

Tifa Lockhart

ティファ・ロックハート

Tifa stands in the way of her childhood friend Cloud as he tries to leave after receiving his reward for the Mako Reactor 1 bombing. The two proceed to discuss a shared memory from their time as children.

Tifa rides a chocobo carriage driving away from a slum playground toward Wall Market, unaware that Cloud and Aerith have spotted her.

Tifa has landed herself in hot water at Don Corneo's mansion in Wall Market. However, it's a situation she's chosen to put herself in for the sake of her comrades.

Background ■ A member of the anti-Shinra organization Avalanche, Tifa has gained popularity among the slum dwellers of Sector 7. She manages the business at the group's hideout, Seventh Heaven.

Enveloping Incident ■ Her father was slain by Sephiroth during the Nibelheim incident five years ago, leading her to loathe Shinra and everything it does. She also remembers being lethally wounded and fainting during the event. She harbors grave doubts about the life she's currently leading.

Acquired Skills ■ Tifa apprenticed under the martial artists Zangan to gain mastery over hand-to-hand combat. She's honed a high-speed style through martial arts that focus on mobility.

Character Development ■ Tifa is always mindful of cooperating with others, working to bring people together through cheerful, lively words and actions. She finds that she can honestly voice her feelings so long as the words she utters aren't hurtful, making her a source of ideal comradery rather than self-sacrificing partnership. Because of this, she has a strong tendency to act alone in a self-sacrificing manner. Her unflagging curiosity may be due to the intensity of her own doubts about the status quo. Tifa is a skeptic in any and every situation, questioning things not only on a surface level but probing their true nature.

Tifa scrambles to save Cloud after Mako Reactor 1's explosion leaves him hanging perilously from a collapsed escape route. One can only imagine her emotions as she watches danger descend upon the object of her affections.

Limit
●バミット

Tifa has perfected her martial arts ability through a grueling regimen of physical and mental exercise. Perhaps it's the love she holds for her friends that grants her the strength to keep on fighting to the bitter end.

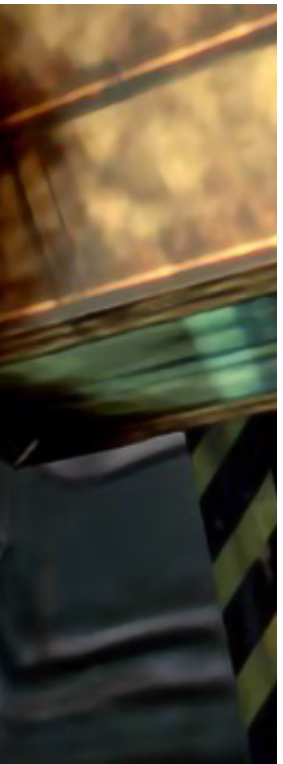
LV	Limit Break Name	Targets	Effect
LV1	Rise and Fall	Single enemy	Rushes in behind a single enemy's defense and delivers a series of three palm strikes
	Somersault	Single enemy	Rushes at a single enemy and hits them with a backflip kick
LV2	Water Kick	Single enemy	Sneaks into an enemy's blind spot and performs a low roundhouse kick
	Meteor Drive	Single enemy	Lifts an enemy upside-down into the air and slams them back directly into the ground
LV3	Dolphin Flurry	Single enemy	Delivers an uppercut to a single enemy from inches above the ground
	Meteor Strike	Single enemy	Grasps a single enemy from behind, twirls them up, and slams them into the ground

Weapon
●ウェポン

As a woman who favors martial arts, Tifa's own body is the weapon she refines. The gloves she slips onto her fists merely supplement the true instrument she uses in combat.

GLOVES

Weapon Name	Materia Slots	Notes
Leather Gloves	○	Initial equipment
Metal Knuckles	⊂⊃	
Mythril Claws	⊂⊃ ○	
Purple Pain	⊂⊃ ⊂⊃	
Tiger Fangs	⊂⊃ ⊂⊃	
Diamond Knuckles	⊂⊃ ⊂⊃ ○	
Dragon Claws	⊂⊃ ⊂⊃ ⊂⊃	
Crystal Gloves	⊂⊃ ⊂⊃ ⊂⊃	
Motor Drive	○ ○ ○	2x Materia growth
Platinum Fists	○ ○ ○	2x Materia growth
Kaiser Knuckles	⊂⊃ ⊂⊃ ⊂⊃	2x Materia growth
Oversoul	○ ○ ○ ○	



RED XIII

レッドXII

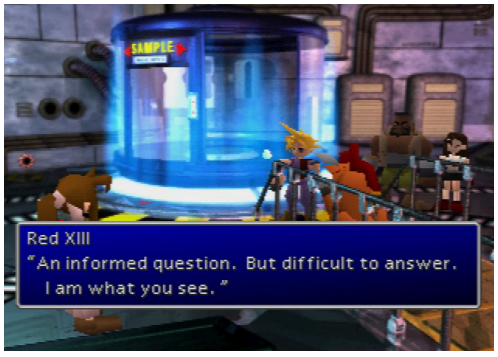
RED XIII　レッドXII

Age	48
Height	Unknown
Blood Type	Unknown
Birthday	Unknown
Hometown	Cosmo Canyon
Weapon	Barrette

RED XIII

レッドXII

The Shinra Building towers at the heart of Midgar's Sector 0. RED XIII is taken prisoner as a research specimen and held in Hojo's laboratory, where ordinary employees are forbidden to enter.



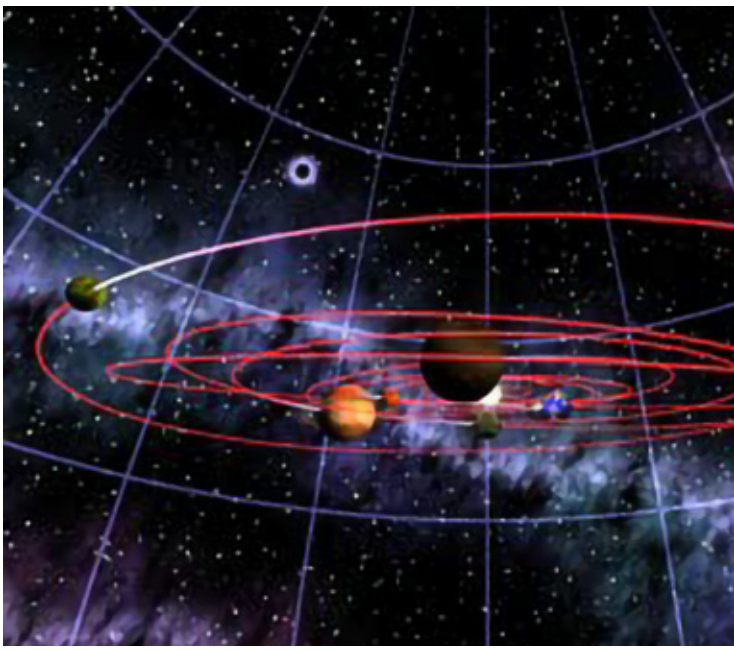
Asked what he is by Barett, RED XIII offers an exceedingly academic reply, interpreting the prompt as a fundamental and philosophical inquiry into the nature of any and every entity.

The party arrives in Costa del Sol via a scheduled ferry from the port city of Junon. Unable to stand the heat of the sun's glittering rays, RED XIII takes refuge in the shade where things are slightly cooler.

Background ■ RED XIII lived in Cosmo Canyon with the all-knowing Bugenhagen until he was captured by Shinra's Research and Development Division and confined to Hojo's laboratory in the Shinra Building as a test subject. His "XIII" tattoo was engraved by Hojo. It's one of many numbers Hojo gives to his specimens, and implies that there must be at least twelve other test subjects in addition to RED XIII.

Family Feud ■ Born into a tribe whose mission it is to protect people who value the life of the planet, RED XIII takes pride in upholding his duty. Indeed, his mother fought to the very last repelling an enemy invasion, laying down her life in the process. RED XIII therefore feels proud of his mother; but at the same time, enmity has arisen between himself and his father, who was nowhere to be seen on the battlefield.

Character Development ■ His quiet thoughtfulness and philosophical tone give the impression he's a cool and collected person, but there's no denying his true nature seems quite different. He shows his true colors more openly in his physical behavior, bemoaning the heat and taking solace in the shade to escape direct sunlight.



In RED XIII's hometown of Cosmo Canyon, Bugenhagen uses his vaunted holography equipment to explain the Lifestream and planetology.

Limit
●バミット

Wolves and the moon have traded words between earth and the stars since mythic times. RED XIII is no exception, harnessing the agility of the wolf and the power of the stars in techniques that draw upon the land's departed souls.

LV	Limit Break Name	Targets	Effect
LV1	Sled Fang	Single enemy	Tears through a single enemy at extreme speed to deal damage
	Lunatic High	Self	Temporarily doubles the speed with which the turn gauge fills and raises own attack power
LV2	Blood Fang	Single enemy	Pounces on a single enemy to drain HP and MP
	Stardust Ray	Multiple enemy	Rains down immortal stardust upon multiple enemies
LV3	Howling Moon	All allies	Confuses all enemies with wolf howls to make the rest of the party look like his doppelgangers
	Earth Rave	Multiple enemy	Unleashes a chain of 15 attacks against multiple enemies

Weapon
●ウェポン

Since time immemorial, warriors bound for battle have decorated themselves to raise morale. In the same way, RED XIII enhances his power and conquers his fear by attaching barrettes and other ornaments to the hair on either side of his face.

Hair Ornaments

Weapon Name	Materia Slots	Notes
Mythril Clip	2	Initial equipment
Glasswork Hairpin	2	
Silver Barrette	2	
Gold Barrette	3	
Adamantite Clip	4	
Crystal Comb	3	
Magic Comb	3	2x Materia growth
Platinum Barrette	3	2x Materia growth
Saintly Clip	8	
Kanzashi		No Materia slots

Yuffie Kisaragi

ユフィ・キサラギ

Yuffie Kisaragi　ユフィ・キサラギ

Age	16
Height	160cm
Blood Type	A
Birthday	November 20
Hometown	Wutai
Weapon	Shuriken

Yuffie Kisaragi

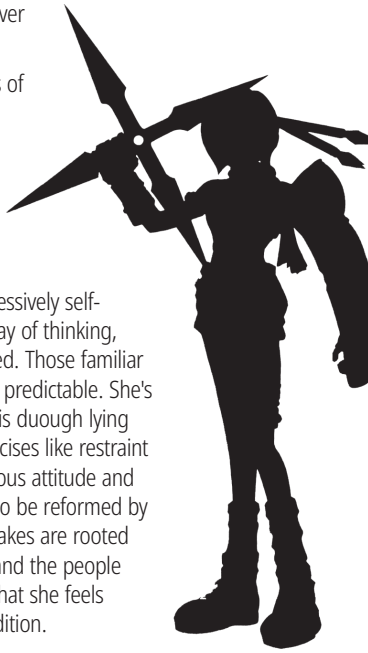
ユフィ・キサラギ

Yuffie tries luring Cloud and his party into a trap, hoping to make off with the materia they possess, but owing to a poorly developed poker face, she can't help but come off looking suspicious.

Yuffie's lies prove useless against Barett and the others, who've conquered many a crisis. Yuffie's heart skips a beat as Barett's words cut straight through her lies.

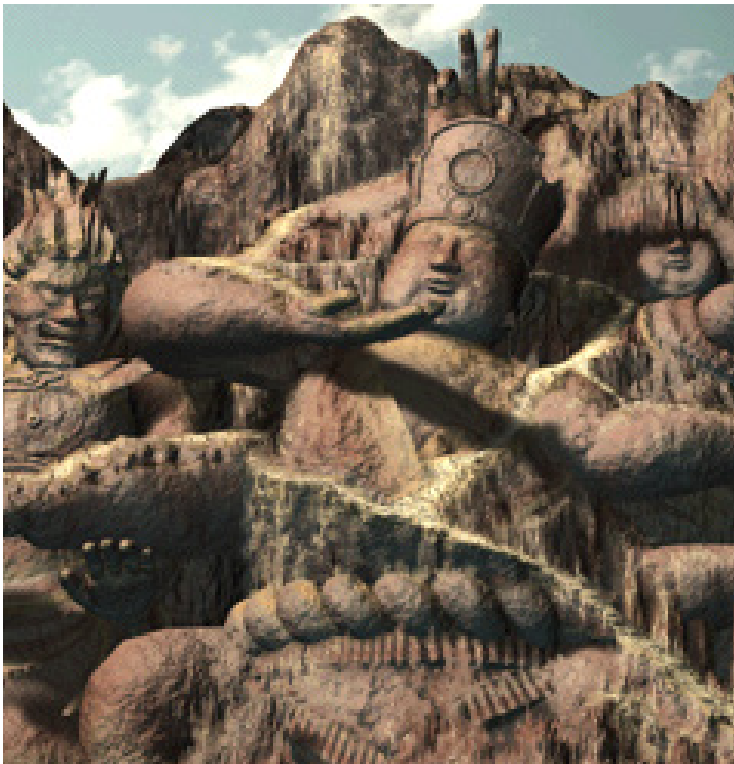
Yuffie is flustered when pursuers appear with terrible timing. Blabbing about "this one" having nothing to do with her, she lets slip that she had a different trick up her sleeve.

Background ■ The daughter of Godo, a distinguished resident of Wutai, which is now famed as a tourist destination. Yuffie is openly antagonistic toward her father, a man she once respected, and spends her days running about gathering materia. She's willing to do anything to achieve her goal, but often shows a childish side by fibbing without remorse and losing her composure whenever she's found out.



Motive ■ Yuffie rebels against the adults of Wutai and their willingness to comply with the Shinra Electric Power Company. Though only a child, she cherishes her hometown and has resolved to collect materia so that it might regain its former strength and glory.

Character Development ■ Yuffie is excessively self-confident, intuitive and emotional in her way of thinking, chronically peppy, and pouty when offended. Those familiar with her will find her personality extremely predictable. She's an expert when it comes to swindling odieis duough lying and pickpocketing, but loathes simple exercises like restraint escape training. She possesses an industrious attitude and unflagging dedication to her mission, not to be reformed by any number of blunders. The actions she takes are rooted in pride for the country she was raised in and the people who live there. Her love for Wutai is such that she feels compelled to rebel against its present condition.



The legend of the water god has been passed down in Wutai along with its unique strain of martial arts. The Da-chao statue is where this water god is enshrined. Yuffie is anguished that the site has been reduced to no more than a tourist destination.

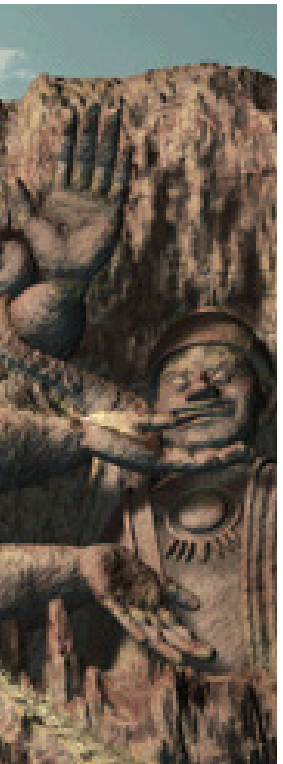
Limit
●バミット

Yuffie boasts a repertoire of unique ninjutsu techniques—martial arts moves that harness the power of wind and earth. One might argue they're an effective means to draw forth and wield the planet's strength.

LV	Limit Break Name	Targets	Effect
LV1	Thunderclap	Single enemy	Slashes a single enemy and delivers a lightning-fast long-range shuriken attack
	Tranquil Mind	All allies	Temporarily grants all allies 100% hit and evasion rates
LV2	Mountain Mover	All enemies	Sends a shockwave through the earth, upheaving the ground beneath every enemy's feet
	Bloodbath	Multiple enemies	Unleashes a chain of 10 attacks against multiple enemies
LV3	Gauntlet Blast	All enemies	Inflicts critical damage to all enemies that ignores defense
	Doom of the Living	Multiple enemies	Unleashes a chain of 15 attacks against multiple enemies

Weapon
●ウェポン

Yuffies has mastered ninjutsu, a school of Wutai's traditional martial arts. Her use of specialized weapons is proof of her commitment to her homeland's martial arts and the pride she takes in them.



SHURIKENS

Weapon Name	Materia Slots	Notes
4-Point Shuriken	○	Initial equipment
Boomerang	○ ○	
Pinwheel	○	
Lunar Ring	○ ○	
Hawkeye	○ ○ ○	
Crystal Cross	○ ○	
Wind Cutter	○ ○ ○	2x Materia growth
Twin Viper	○ ○	2x Materia growth
Spiral Shuriken	○ ○ ○	2x Materia growth
Gale Shuriken	○ ○ ○	

Cait Sith

ケット・シー

Cait Sith　ケット・シー

Age	Unknown
Height	100cm
Blood Type	Unknown
Birthday	Unknown
Hometown	Unknown
Weapon	Megaphone

Cait Sith

ケット・シー

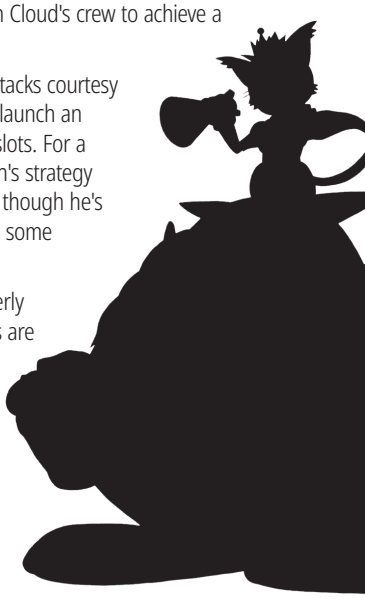
In a plaza at the Gold Saucer, Cait Sith calls out to Cloud and his ally on the pretext of reading their fortune. Is his joyful demeanor all a front?

Perhaps as a disarming ploy, Cait Sith speaks with a rather heavy accent, his tone carefree and even chummy.

Cait Sith successfully establishes contact with Cloud. After his fortune-telling section, he forces his way into the party claiming he must personally confirm the results of his reading.

Background ■ A mysterious toy-like cat who operates a fat moogle steed—who could it be but Cait Sith? Yet little is known about this feline enigma, believed to be the brains behind his two-man show. His nature and provenance are both big question marks. Only partly of his own volition, Cait Sith tags along with Cloud's crew to achieve a certain objective.

Combat Basics ■ In addition to direct attacks courtesy of his fat moogle, the cat in command can launch an indirect offensive using tools like dice and slots. For a fighter with his very life on the line, Cait Sith's strategy is surprisingly reliant on luck. It's almost as though he's watching the battle from a distance, safe in some remote location.



Character Development ■ Cait Sith utterly devotes himself to ensuring certain matters are handled with caution. However, he's exceptionally careless when it comes to everything else. He avoids getting into dangerous situations, and doesn't hesitate to flee from battle. Though he presents himself as a harmless mascot, the two faces of his playing cards suggest there may be a flipside to who he is and what he wants.

The Gold Saucer's mascot: a fat moogle. Two fat moogle dolls stationed on either side of the stage welcome visitors to the theater.

Limit
●バミット

Cait Sith uses techniques that feel straight out of a game, if not because of the fun they bring to battle then certainly because of their seeming disregard for personal danger. The moves he uses are exactly as frivolous as they sound.

LV	Limit Break Name	Targets	Effect
LV1	Dice	Single enemy	Rolls two to six dice and deals damage according to the results shown
LV2	Slots	—	Has a different effect depending on the slot symbols shown. See below for more details.

Slot
●スロット

This entirely luck-based technique involves zero strategy and varies wildly in terms of effect. That said, whichever symbols the reels show probably matter little to a certain someone pulling the strings.

Symbols	Skill Name	Targets	Effect
Bust	Moogle Dance	All allies	Restores a small amount of all allies' HP and MP
Spades	Darts	Single enemy	Launches small darts that deal damage to a single enemy
Clubs	Magic	All allies	Fully restores all allies' HP and MP
Diamonds	Toy Soldiers	Multiple enemies	A band of toy soldiers appear and fire a volley of shots
Hearts	Lucky Girl	All allies	Turns all allies' attacks into critical hits
Stars	Combine	All allies	Absorbs all allies into his fat moogle to become supersized
Bars	Summon Card	—	Draws a card and casts the summon spell written on it
Triple Sevens	All Over	All allies	Inflicts death upon all enemies with 100% accuracy

Weapon
●ウェポン

The better Cait Sith's megaphone, the more instructions he can issue to his fat moogle. The actual work his steed can get done increases accordingly with this improved chain of command.

MEGAPHONES

Weapon Name	Materia Slots	Notes
Yellow Megaphone	⛓ ○ ○	Initial equipment
Green Megaphone	⛓ ⛓	
Blue Megaphone	⛓ ⛓ ○	
Red Megaphone	⛓ ⛓ ○ ○	
Crystal Megaphone	⛓ ⛓ ⛓ ○ ○	
White Megaphone	○ ○ ○	2x Materia growth
Black Megaphone	○ ○ ○	2x Materia growth
Silver Megaphone	○ ○ ○ ○ ○ ○ ○ ○	
Gold Megaphone	⛓ ⛓ ⛓ ⛓	

Vincent Valentine

ヴィンセント・ヴァレンタイン

Vincent Valentine

ヴィンセント ヴァレンタイン

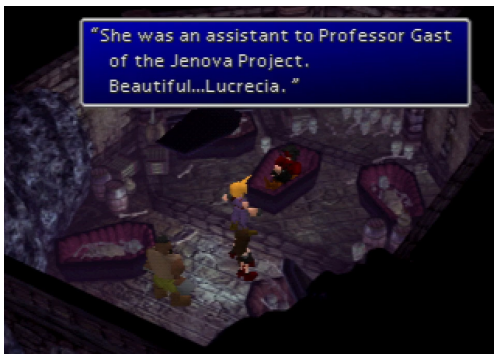
Age	27
Height	184cm
Blood Type	A
Birthday	October 13th
Hometown	Unknown
Weapon	Gun

Vincent Valentine

ヴィンセント・ヴァレンタイン

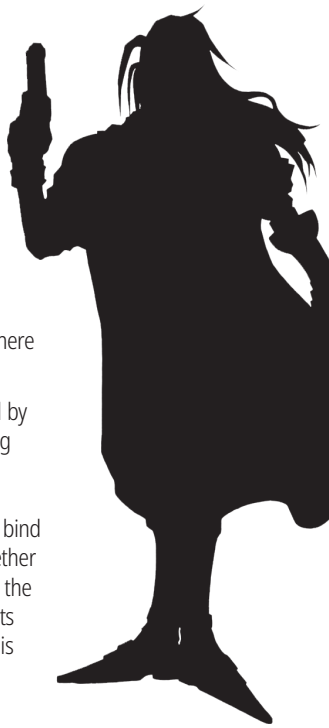
The village of Nibelheim was destroyed after an incident five years ago. Vincent has been sleeping for untold years in a coffin in Shinra Manor, a manse on the outskirts of the reconstructed village.

Vincent somberly tells Cloud about a sordid history in which he was deeply involved. His voice echoes eerily in the crypt's dank air.



Vincent relates the details of his past with Shinra, mentioning the Jenova Project as well as the name of Sephiroth's father, Professor Gast.

Background ■ Vincent's background is shrouded in mystery, his birthplace and other personal details not known by anyone. However, his past relationship with Shinra is easy to surmise based on his extraordinary hatred for the company. He can only be out and about during the day, and is currently in the midst of a long slumber beneath Shinra Manor in Nibelheim, which was reconstructed after the incident that occurred there five years ago. His body was endowed with special abilities thanks to a certain experiment, which left him as something not quite human.



Classified Information ■ The huge gauntlet on his left arm looks out of place on his slim and elegant physique. This giant metallic sleeve reflects the moon's rays and hides the past etched inside him deep down where no light can reach.

Character Development ■ Vincent is bound by the weight of his past. An incident occurred long ago that not only dramatically shaped Vincent's character but had a tremendous impact on the world as a whole. The shackles of memory that bind him are strong as steel, though it's unclear whether this is due to the depth of his personal scars or the magnitude of societal suffering these past events brought about. None can know the travails of his heart as he continues to slumber in solitude.

The Shinra Mansion in Nibelheim. In a basement laboratory, one can find a library brimming with documents concerning the Jenova Project once conducted by Shinra.

Weapon

●ウェポン

With a tug of his cold finger, Vincent delivers death to his enemies in the form of hot lead. All those who stand in his way glimpse the abyss of their own end in the muzzle of the gun pointed at them.

GUNS

Weapon Name	Materia Slots	Notes
Quicksilver	○ ○	Initial equipment
SPAS	○	
Randall	○ ○	
Riot Shotgun	○ ○ ○	
Winchester	○ ○ ○	
Peacemaker	○	2x Materia growth
Buntline	○	2x Materia growth
Long Rifle	○ ○ ○ ○	
Scoped CR	○	

Cid Highwind

シド・ハイウインド

Cid Highwind　シド・ハイウインド

Age	32
Height	178cm
Blood Type	B
Birthday	February 2nd
Hometown	Unknown
Weapon	Spear

Cid Highwind

シド・ハイウインド

Cid shows good humor toward Cloud when they first meet aboard the earth-bound Shinra No. 26 in Rocket Town. His friendly nature transcends his less-than-friendly diction.

Cid's self-confidence shows through as he boasts about being chosen as the rocket pilot for Shinra's now-defunct space exploration program.

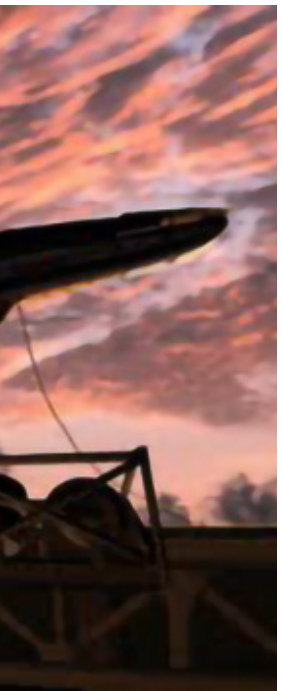
Cid is referred to as "the Captain" by the people of Rocket Town. Shinra's shuttering of their space exploration program doesn't change the fact he's still a pilot in the company's employ.

Background ■ A brilliant engineer and the fastest pilot in Shinra's Space and Aeronautics Division. His dream of reaching outer space ground to a halt when Shinra shifted its corporate strategy from aggressively pursuing space exploration to focusing primarily on mako reactor development. Nowadays, he spends his time in Rocket Town with his former mechanic peers, cruising the skies in his super-fast airship, the Highwind-which is also Cid's middle name.

General Attitude ■ Despite being a Shinra employee, he takes no pride in working for the supermassive corporation. He'll insist to the end that he isn't bound by his ties to Shinra, and only works for the company so that he can pursue his own personal dream.

Character Development ■ Cid is a highly adventurous and passionate man full of self-confidence, with the skills to back it up. A lover of all things mechanical, he has a surprisingly foul mouth from which a cigarette is seldom absent. Perhaps it's his honest open-heartedness and singular focus on his dream that draws people to him, earning him the intimate title of "Captain" from Rocket Town's residents and his mechanic companions.

Shinra's vaunted ultra-fast airship, the Highwind, was designed and developed by none other than Cid. This alone is proof of his incredible capabilities.



Limit
●バミット

Cid's unfulfilled love of the skies and his passion to sail them is his raison d'être and the driving force behind all he does. The skills he uses in combat are no exception to this rule.

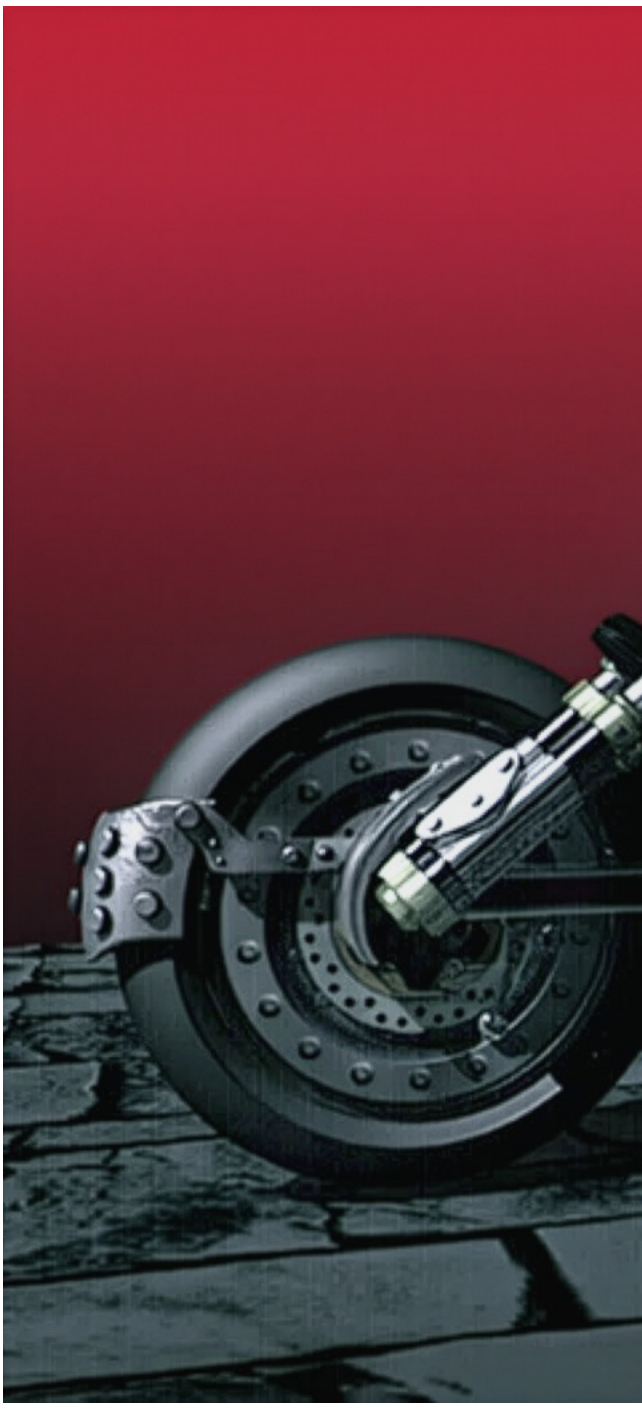
LV	Limit Break Name	Targets	Effect
LV1	Boost Jump	Single enemy	Leaps into the air and skewers a single enemy
	Dynamite	All enemies	Takes out a stick of dynamite, lights it with his cigarette, and tosses it into the enemy's midst
LV2	Hyper Jump	All enemies	Leaps into the sky and skewers each enemy one after the other with his spear
	Dragon Drain	Single enemy	Drives his spear into a single enemy, draining its HP and MP
LV3	Dragon Dive	Multiple enemies	Leaps high into the air and skewers multiple enemies with his spear
	Big Brawl	Multiple enemies	Dives into the enemy's midst and swings his spear around wildly

Weapon
●ウェポン

At the moment of its death, the planet will become a spear of light, flowing through the blackness toward oblivion. This planet hurtling through the cosmos is like in appearance to the weapon Cid wields. He clutches his spear out of longing as he continues pursuing an unfulfilled dream.

SPEARS

Weapon Name	Materia Slots	Notes
Spear	⬭⬭	Initial equipment
Slashing Pike	⬭⬭○	
Trident	○○○○○	
Poleaxe	⬭⬭○○	
Partisan	⬭⬭⬭	
Viper Spear	○○○	2x Materia growth
Javelin	⬭⬭	2x Materia growth
Glowing Lance	⬭⬭⬭	2x Materia growth
Dragoon Lance	○○○○○○○○	

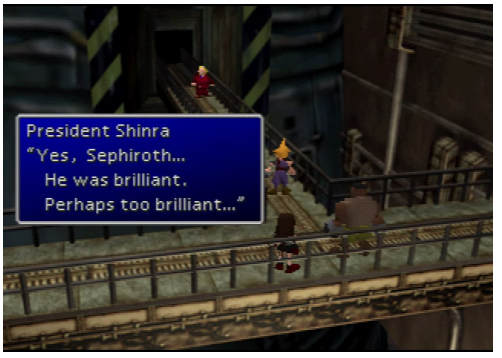


hardy DAYTONA

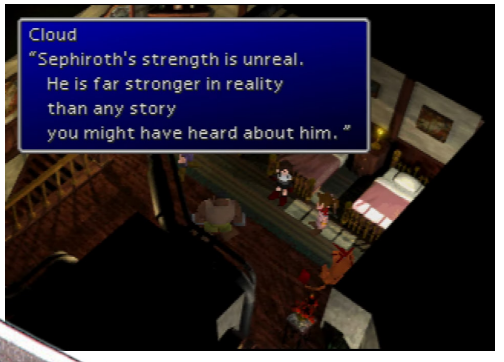
Sephiroth

セフィロス

Five years ago, aboard a military transport bound for Nibelheim's outdated mako reactor, Sephiroth confirmed his upcoming mission with Cloud. Back then he was hailed as a hero.



We hear Sephiroth's name directly from President Shinra's mouth. What could be the reason he claims Sephiroth was "too magnificent"?



Sephiroth is so strong that not even Cloud can compare. His legacy lingers in the memories of many, but his current whereabouts are a total mystery.

Background - A SOLDIER in Shinra's Public Security Division, Sephiroth earned himself global renown as an unparalleled swordsman. His favored blade is the Masamune, a katana so incredibly long and heavy no ordinary human can raise it. He has a mastery of advanced magic only high-level mages can cast, and has garnered himself the title of hero. His past is hidden away in top-secret Shinra files, which only a select few like President Shinra have the clearance to read.

Enveloping Incident - During an investigation of Nibelheim's outdated mako reactor five years ago, Sephiroth discovered the truth behind his birth, and after lamenting and then growing enraged, disappeared. His whereabouts since have remained a mystery, but official reports from various news outlets state that he died.

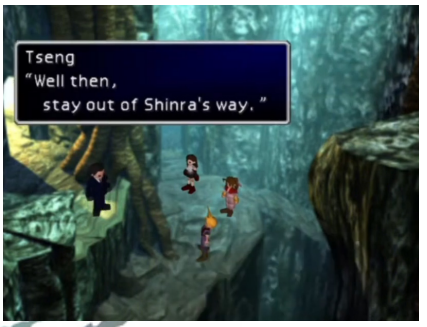
Classified Information - Both of Sephiroth's parents were closely involved with the Jenova Project, a scientific endeavor tied to his birth. His father was Professor Gast, the project's chief researcher and then-director of Shinra's Research and Development Division. His mother was Jenova, after whom the project was named.

Jenova—the entity at the nexus of the Jenova Project. Five years ago, she was transported to the Shinra Building from Nibelheim's outdated mako reactor.

Rufus & Turks

ルーファス&タークス

Yrena, Zeng, Rufus, Rude, Leno

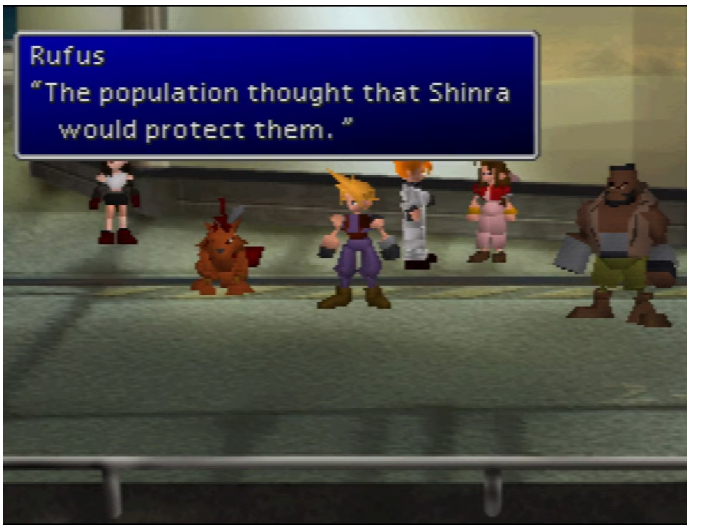


Zeng warns Cloud and his party about meddling with Shinra. His cold and unfeeling tone exudes self-confidence.

Leno blows up a mech tower in hopes of destroying Avalanche. The act is retaliation for the group's bombing of two of President Shinra's mako reactors.

Showing an innocence at odds with his appearance, Rude blushes and answers "Tifa" when Leno asks him whom he likes.

Yrena speaks without a filter even toward Rude. Perhaps because of her strong convictions and sense of duty, she's prone to let her own sense of judgment dictate her actions.



Rufus assumes the company's helm after the death of President Shinra. Here he states his intent to pursue a forcible politics of fear, rather than indirectly ruling over the populace through corporate policy.

Rufus - Narcissistic and highly self-assertive, Rufus enacts a shift in corporate identity after assuming the office of president, changing Shinra's logo to his own name. The company's new flag is flown at the port city of Junon and can be seen when the party visits. Rufus has a penchant for rifles and has adopted a jaguar as his pet. Rufus has more or less made the Turks his own private unit, assigning them missions solely in pursuit of his own ambitions.

Shinra's Special Operations Unit, the Turks - Tasked with everything from gathering and manipulating information to abductions, kidnappings, and assassinations, the Turks perform all of the company's behind-the-scenes operations. Although Shinra's company hierarchy officially places them under the command of its Public Security Division, the Turks operate de facto as an independent unit under the command of Rufus, taking orders neither from Heidegger and his division nor from SOLDIER.

Zeng - The proud leader of the Turks. Zeng places tremendous trust in his subordinates, and therefore rarely goes into the field with them, instead performing solo operations such as piloting choppers. He's highly trusted within the company and often assigned to extremely important missions, such as escorting President Shinra to and from where he needs to be. At the same time, he feels concern for Aerith, the woman whom he's been tasked with kidnapping.

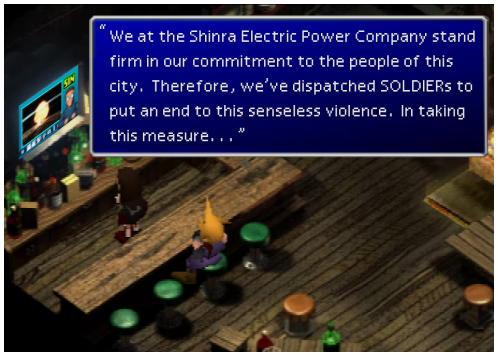
Leno - Always in the mood to gossip about love affairs, Leno can often be found chatting idly with his partner Rude about whom they like. He has a distinct manner of speaking that leads those around him to think he's a joker, but he's a consummate professional who wields his baton expertly and always gets the job done. A strong-willed person, he takes a firm stance on not letting his work interfere with vacation time.

Rude - A skilled sniper with a taste for alcohol. His marksmanship is nothing short of miraculous. Rude is often misunderstood due to his tight lips and hulking appearance, but deep down he's very sincere and cares deeply for his comrades. He's particularly close with Leno, and never forgets to raise a glass to Shinra, the Turks, and his partner.

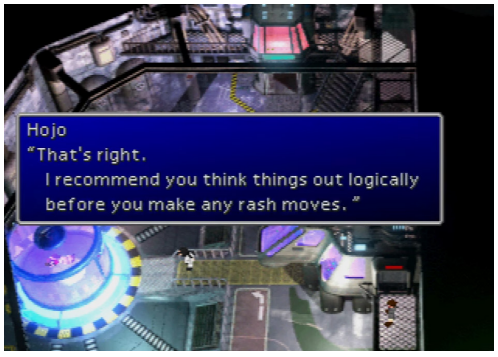
Yrena - Despite how much she looks down on Leno and Rude, Yrena is uncompromising in following her superiors' commands, and feels a strong sense of duty when it comes to her work. She's taken a liking to Zeng.

Turks

タークス


"We at the Shinra Electric Power Company stand firm in our commitment to the people of this city. Therefore, we've dispatched SOLDIERs to put an end to this senseless violence. In taking this measure. . ."

Shinra pressures multiple media outlets to report on Avalanche's bombing campaign as an act of terrorism, and conducts a retaliatory operation in the name of protecting the populace.



Hojo seeks to conduct a cross-breeding experiment using Aerith and RED XIII. Interested only in his own research, Hojo later resigns from Shinra and disappears.

One would assume Mayor Domino holds the highest political office in Midgar. Yet even the city's mayor is just another tenant in Shinra's massive corporate headquarters.

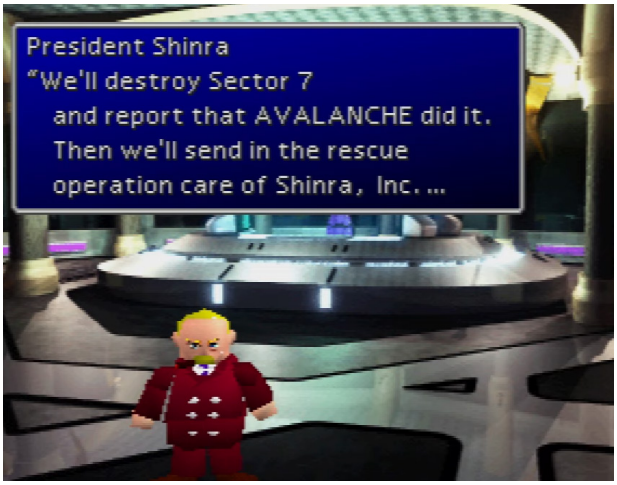
Shinra Electric Power Company ■ Shinra originally started out as a dedicated weapons manufacturing company, but has since transitioned to a corporate policy of supporting people's everyday needs. From constructing and operating mako reactors, to installing and managing sewage networks, gas lines, and rails, to more mundane businesses like real estate and tissue sales, Shinra does it all. In addition to these front-facing ventures, however, Shinra has become a global conglomerate with fingers in every pot, leading research and development in mako-powered military ordinances, space armaments, and biological weaponry. At the top of the corporate ladder sits Shinra's CEO, President Shinra, followed by Vice President Rufus Shinra, Space and Aeronautics Division Director Palmer, Advanced Weaponry Division Director Scarlet, Public Security Division Director Heidegger, Research and Development Division Director Hojo, and Urban Planning Division Director Reeve. Such is Shinra's sway that global moves and trends arc decided at board meetings between these executives.

Mako ■ A finite resource also referred to as the lifeblood of the planet. Mako reactors pump up this resource from within the planet and convert it into usable energy.

Materia ■ Crystallizations of condensed mako energy. These crystal formations harbor ancient knowledge about how to freely wield the power of the land and the planet. Materia bind those who equip them to the planet, drawing forth various abilities and manifesting various phenomena.

SOLDIERs ■ Individuals who have been bathed in mako and had unknown powers drawn out of from within them. The unit that these individuals comprise is also called SOLDIER. As a result of Hojo's research, some subjects continue to be immersed in higher and higher concentrations of mako solution.

Shinra resorts to all sorts of underhanded tactics to crush Avalanche's rebellion while preserving its own corporate image, such as media manipulation and shamelessly contrived "rescue" operations. Such is the true face of the Shinra Electric Power Company.


President Shinra
"We'll destroy Sector 7
and report that AVALANCHE did it.
Then we'll send in the rescue
operation care of Shinra, Inc. ..

SHINRA COMPANY RELATIONSHIP CHART

President Shinra
President

Father of

Rufus
Vice-President

Subordinate

Heidegger
Public Security Division Director

Reeve
Urban Planning Division Director

Scarlet
Advanced Weaponry Division Director

Palmer
Space & Aeronautices Division Director

Hojo
Research & Development Division

Oversees

Subordinate

TURKS

Zeng

Leno

Rude

Yrena

Fatefully Connected

Fatefully Connected

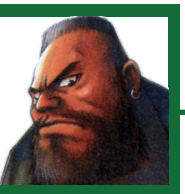
Fatefully Connected

Sephiroth
SOLDIER

Cid
Astronaut

Cloud
Ex-SOLDIER

Aerith
Ancient



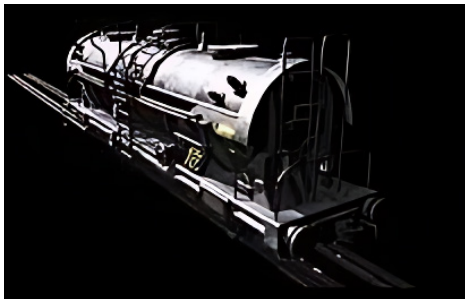
Barett
Avalanche

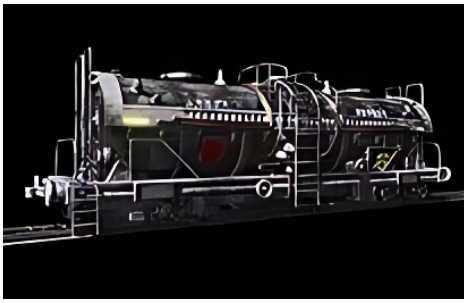
RED XIII
Research Specimen

Shin-Ra motor mobiles

SHINRA MK100
LOCOMOTIVE

SHINRA MK100
FREIGHT TRAIN





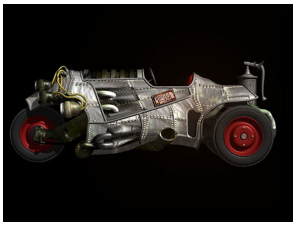
pA-86 MODEL

SIDE

BACK

sA-27 MODEL

SIDE



BACK

sA-37 MODEL

SIDE

BACK

Chocobo

チョコボ

Chocobo
チョコボ

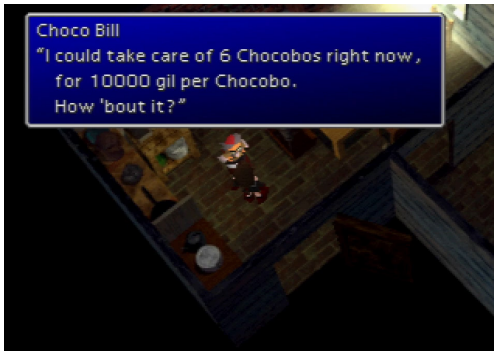
Chocobos have special diverse diets, and the qualities they possess vary according to the nutrients they ingest. One basic distinguishing characteristic of chocobos is their impressive leg strength, which is said to make them faster than any other land animal. They can sprint several times faster than humans can walk, and nearly nothing alive can catch a chocobo running at full speed.

Chocobos can be found in the wild as well as bred domestically. They've been put to use pulling chocobo carts and competing in races. It's also been confirmed that chocobos may be summoned using certain magic.

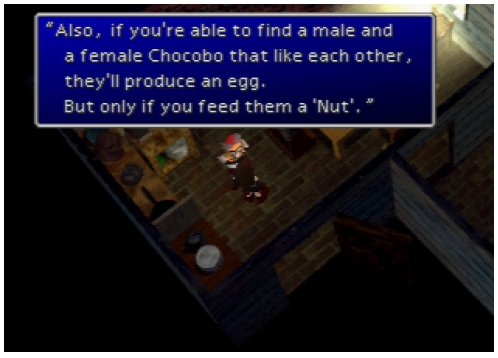
Chocobo

チョコボ

Chocobos can be bred at the chocobo ranch. Though capturing one is considered exceptionally difficult, once tamed, they can be kept in low-fenced enclosures without any worry of flight.



Consult Chocobo Bill, the ranch's owner, to rent out a "chocopen" necessary for breeding. Doing so is the first step to becoming a master chocobo breeder.


"Also, if you're able to find a male and
a female Chocobo that like each other,
they'll produce an egg.
But only if you feed them a 'Nut'."

Chocobo Bill is also a great source of advice for chocobo novices. In addition to a male and female chocobo, a "nut" is required for breeding.

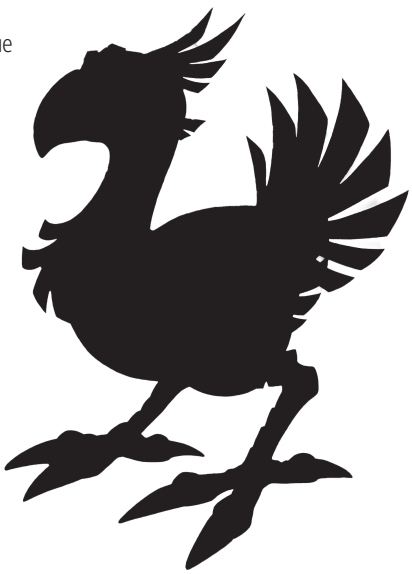
Ranch ■ Chocobo breeding is conducted at the world's sole chocobo ranch. Chocobo Bill runs the facility while Chocobo Billy handles the rearing.

Leases ■ In order to breed chocobos, visitors must first rent a "chocopen" in the ranch's stable. The cost to do so is 10,000 gil, and a maximum of four chocopens can be leased at once.

Feed ■ The abilities of chocobos raised at the ranch will vary depending on the feed they're given. To this end, a variety of different feeds have been made available for purchase at the ranch.

Offspring ■ Offering a "nut" to a paired male and female chocobo will result in an egg. The chocobo that hatches from this egg will congenitally inherit traits from its mother and father. In rare cases, a chocobo with unique characteristics will be born. Such rare chocobos are the dream of many a breeder.

Capture ■ Capturing chocobos is usually difficult due to their wary nature. However, equipping the Chocobo Lure materia on grasslands with chocobo footprints can cause one to appear alongside a group of monsters. When this happens, it's possible to successfully capture a chocobo by leaving the chocobo unharmed and defeating only the monsters around it. Once a chocobo is captured, it can then be given a name.



A rare wild chocobo in the process of being captured. Keep in mind that chocobos will attack you just like regular monsters until successfully caught.

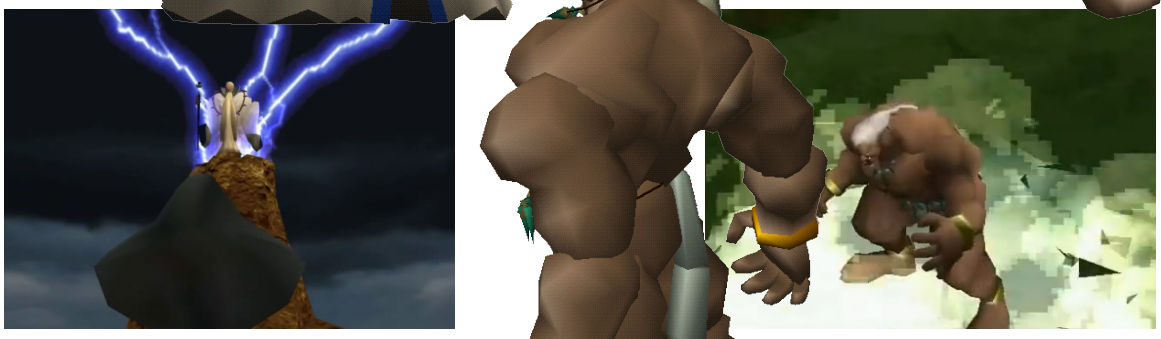
Chocobo & Cloud

召喚魔法 Summons Magic

Bahamut
バハムート

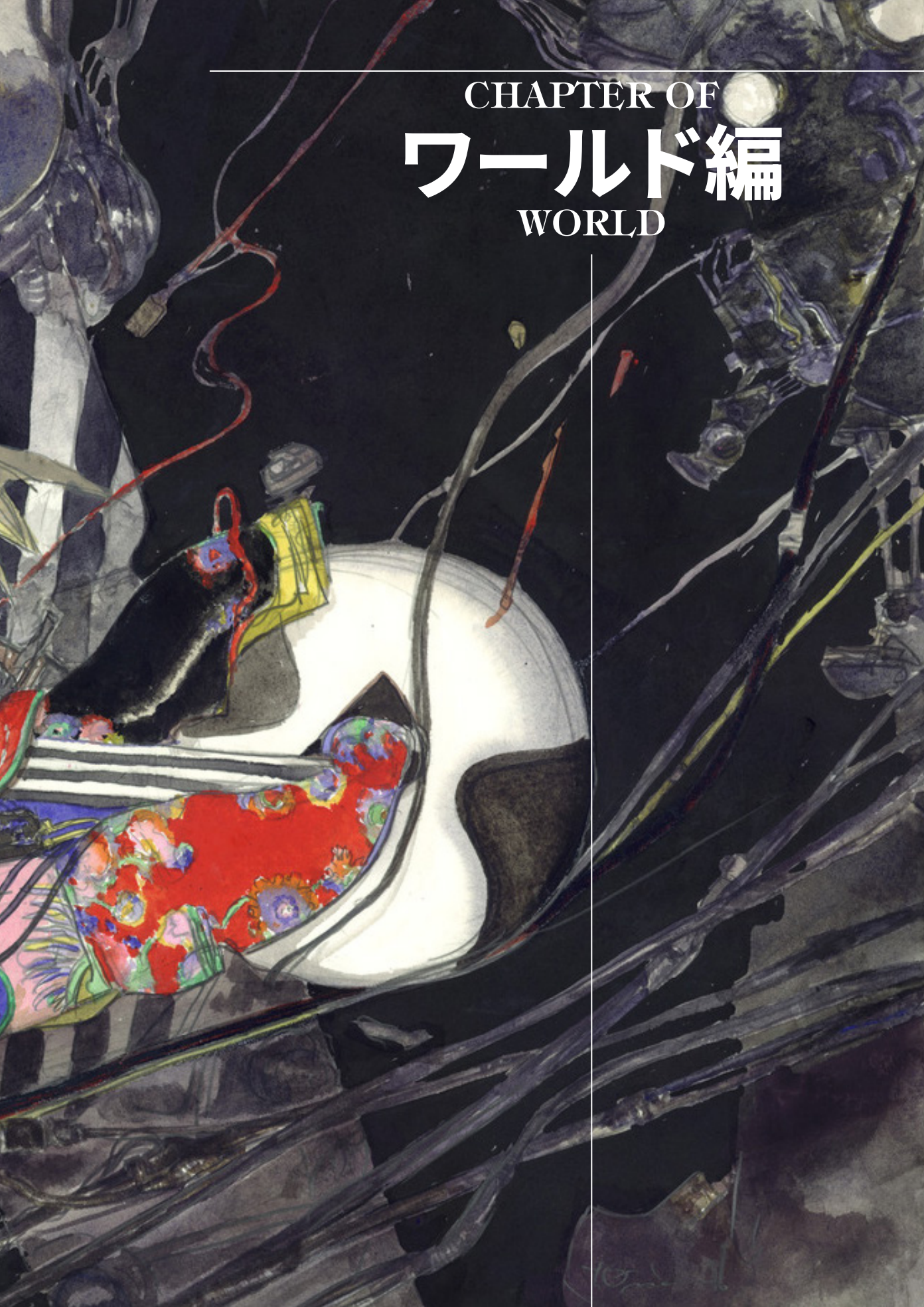
Liviathan
リヴァイアサン

Ramuh
ラムウ



Titan
タイタン

Ifirt
イプリート



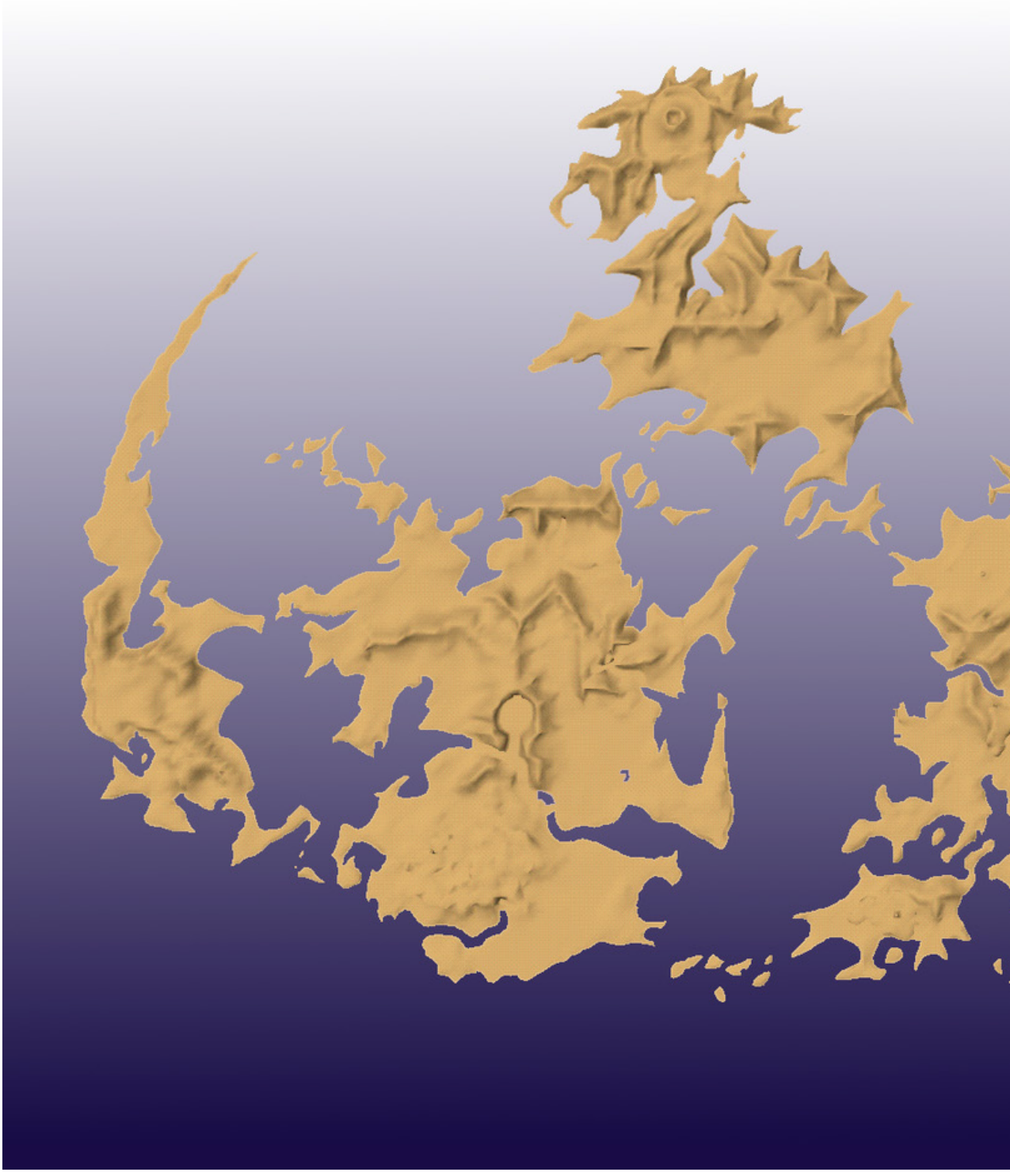
CHAPTER OF

ワールド編

WORLD

WORLD M

ワールドマップ



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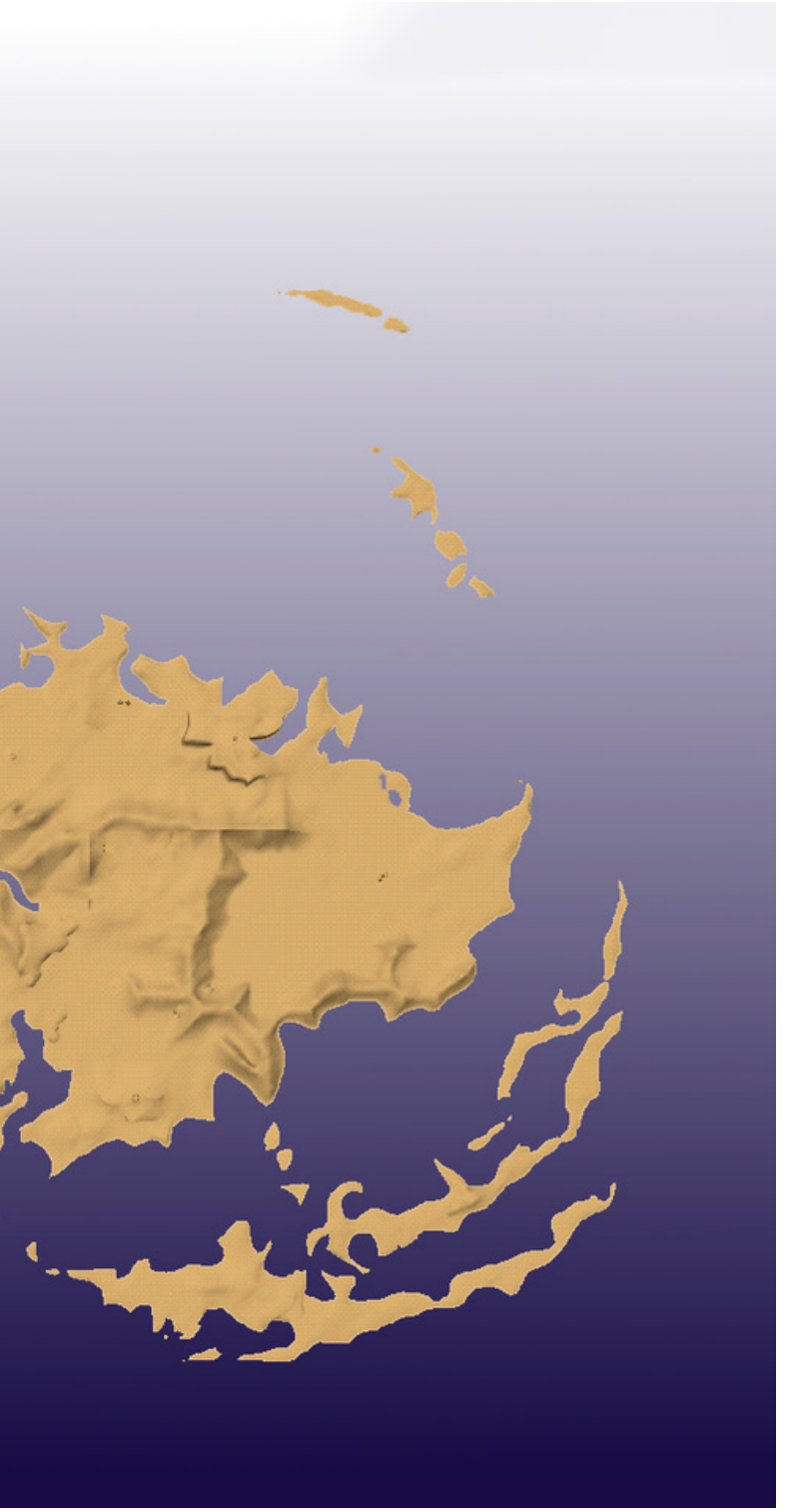
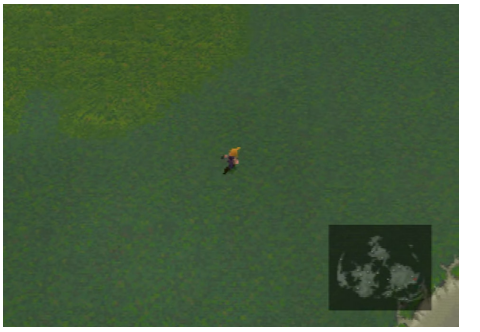


Much time has passed since the laws of the universe-so-called "science"—have been harnessed to make a world hospitable for mankind. Urban perfection in the pursuit of human comfort has progressed even further thanks to the introduction of mako energy, cementing the indispensability and undeniable authority of science.

Consequently, adherence to non-scientific, magical principles has died out among the general public, who have come to regard these invisible forces as something mystical. This blind faith in science has facilitated the rise of the Shinra Electric Power Company, a world-conquering corporation with a science-driven agenda predicated upon constructing mako reactors. The global impact of Shinra's reach has reduced cultural differences caused by geographical distance, such that the isolationist nation of Wutai is the only place remaining where distinct customs and culture can be seen. Intercontinental travel is primarily accomplished by boat, and urban centers of civilization are clustered in mountainous regions where mako lies in abundance.

Normal View



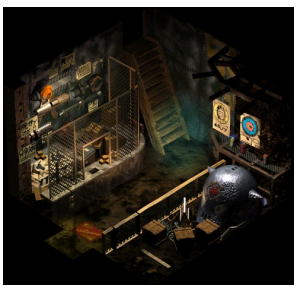
Bird's-Eye View

A circular city with eight sectors and eight brilliant mako reactors. The metropolis is supported from below by a massive central pillar, around which a corkscrew-shaped rail system has been built to connect the slums beneath to the city above via Shinra MK100 passenger trains.

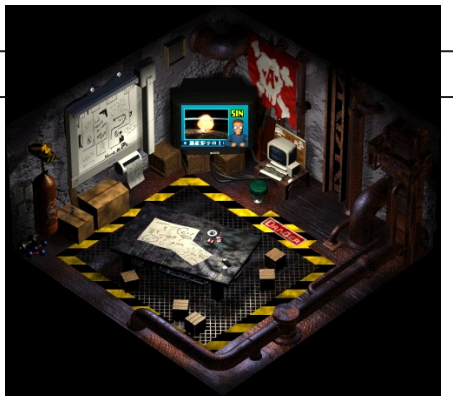
Shinra's main computer cluster monitors every aspect of city life, from train passenger IDs to household toilet paper consumption. The company emphasizes its mission to ensure safety and attentive service in every facet of its citizens' lives—so long as doing so doesn't interfere with Shinra's ability to turn a profit.

MIDGAR, THE CITY OF MAKO
魔晄都市・ミッドガル

SLUMS OF SECTOR 7
スラム七番街



SECTOR 7 SHOPS
七番街店舗

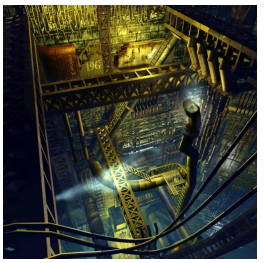


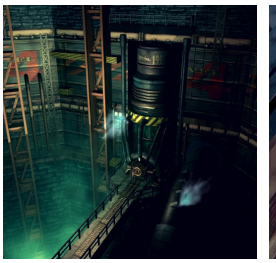
HIDEOUT
アジト

Midgar's mako reactors are the internal organs of the rigidly designed and meticulously laid out City of Mako. Within them lies an intertwining complex of multipurpose piping that supplies electric power, not unlike how veins circulate blood through a person's body, or roots nutrients through a plant.

Indeed, just like a plant's, these reactors' roots pump up mako wantonly from the earth. Yet even on land quickly becoming barren, people continue to go about their lives. Beneath the city are eight ground-level sectors referred to as "slums." Their titular digits correspond to the urban sectors overhead, and each is supplied with electricity and other forms of energy by their respective mako reactors. It's thanks to these provisions the people of the slums are able to persist.

MAKO REACTOR PERIMETER
魔晄炉付近





MAKO REACTOR INTERIOR
魔晄炉内部

MAKO REACTOR 8 PERIMETER
八番魔晄炉付近

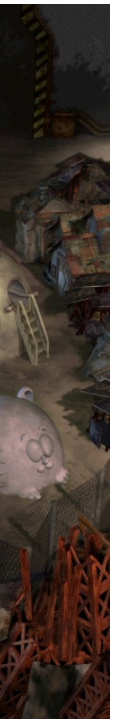
SECTOR 5 PANORAMA
五番街全景

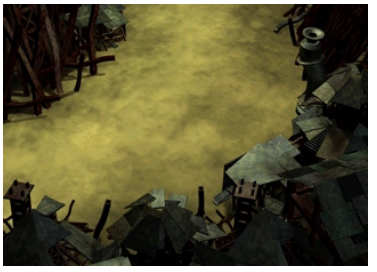
WALL MARKET
ウォールマーケット

SECTOR 5
五番街

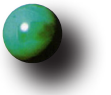
For those who see the City of Mako's wide use of cutting edge technology as a sort of urban gold standard, the slums would indeed come off as an underworld.

Just as a flower's beauty is contained in the petals it bears above ground, so too is this shining city's splendor limited to places touched by the sun. Yet the disorder and resilience of a plant's root system also has an analogue in Midgar. The melting pot of diverse values only found in an underworld, as well as people's avaricious desire to eke out a living, are the heart and soul of the slums—a dark scaffolding for the glamor of the city in whose shadow they lie.





SECTOR 6 RUINS
六番街廃虚



WEAPON SHOP
武器屋

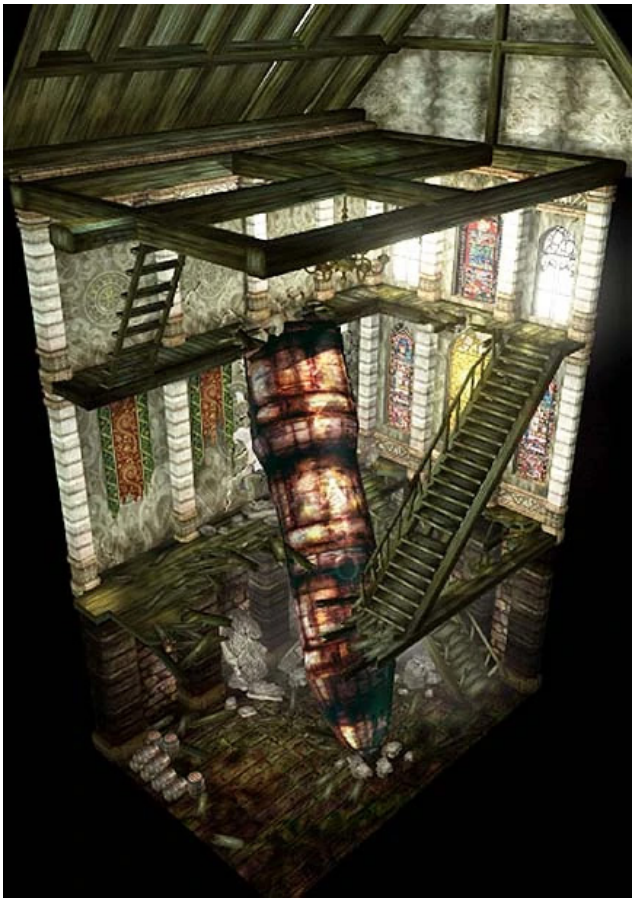
TRAIN GRAVEYARD 1
列車墓場1

TRAIN GRAVEYARD 2
列車墓場2

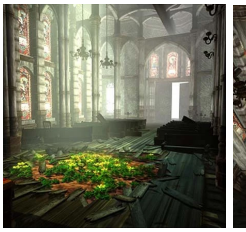
The train graveyard and dilapidated church are clear evidence of Shinra's less-than-scrupulous management of the slums.

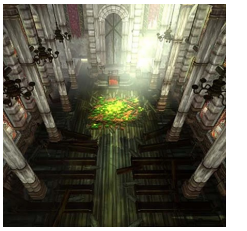
Connected to Wall Market via an underground waterway, the train graveyard is a chaotic heap of decommissioned cars, some of which still run. Meanwhile, the church is home to the top half of a rocket that crashed there back when Shinra was still pursuing its space exploration program. In this place of infrastructural neglect, it should be impossible for a flower to bloom in barren soil sucked dry of mako; yet bloom they do, as if through some divine intervention.

CHURCH INTERIOR PANORAMA
教会内部全景



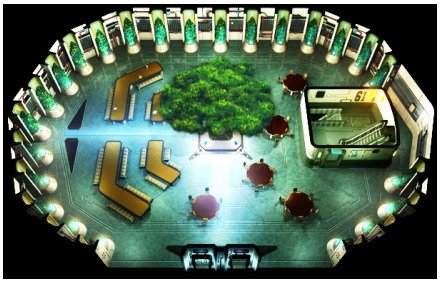
CHURCH INTERIOR
教会内部

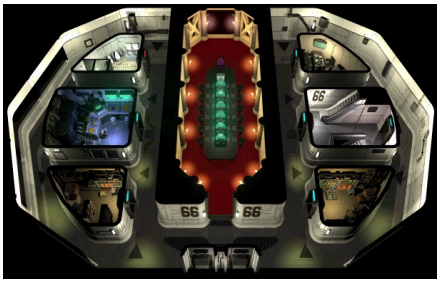




MECH TOWER BIRD'S-EYE VIEW
機械塔俯瞰図

MECH TOWER PANORAMA
機械塔全景

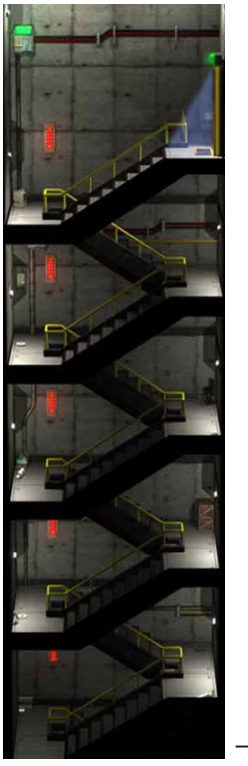




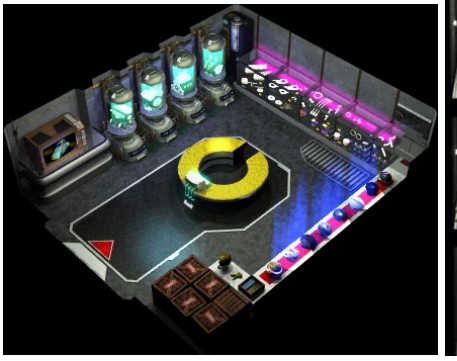
SHINRA BUILDING INTERIOR 1
神羅ビル内部1

Metal pillars tower over each sector of the slums, serving as supports for the urban areas atop Midgar's plate. The surrounding slum dwellers are often seen gazing up at them.

If one of these so-called "mech towers" were to collapse, the plate on top of it—simultaneously a ceiling to those dwelling in the slums and the ground for those living in Midgar—would come crashing down. In this sense, the mech towers are indispensable supports for both populations. The only exception to this rule is Sector 0, which is supported directly by the massive column at the city's center. There stands the company's lavish headquarters—the Shinra Building.



SHINRA BUILDING INTERIOR 2
神羅ビル内部2



KALM
カームの街

RANCH INTERIOR
牧場内部

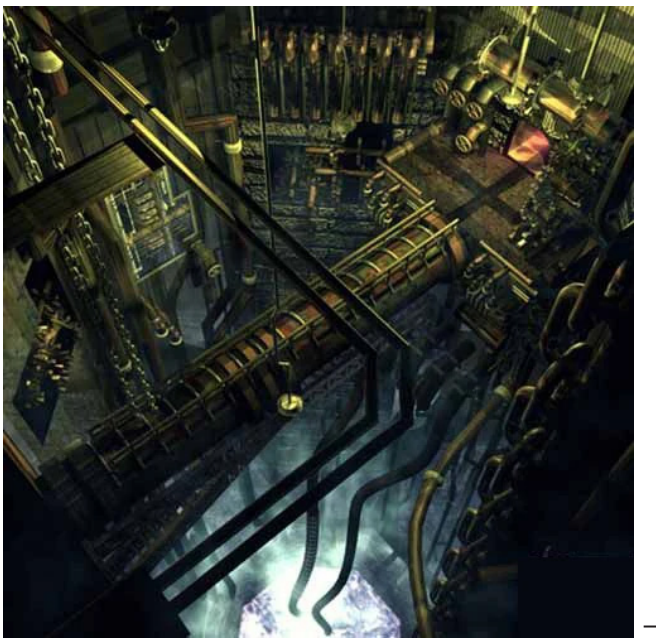
CHOCOBO RANCH
チョコボ牧場

South of Midgar, cradled by a high mountain shelf, lie the village of Kalm and the chocobo ranch.

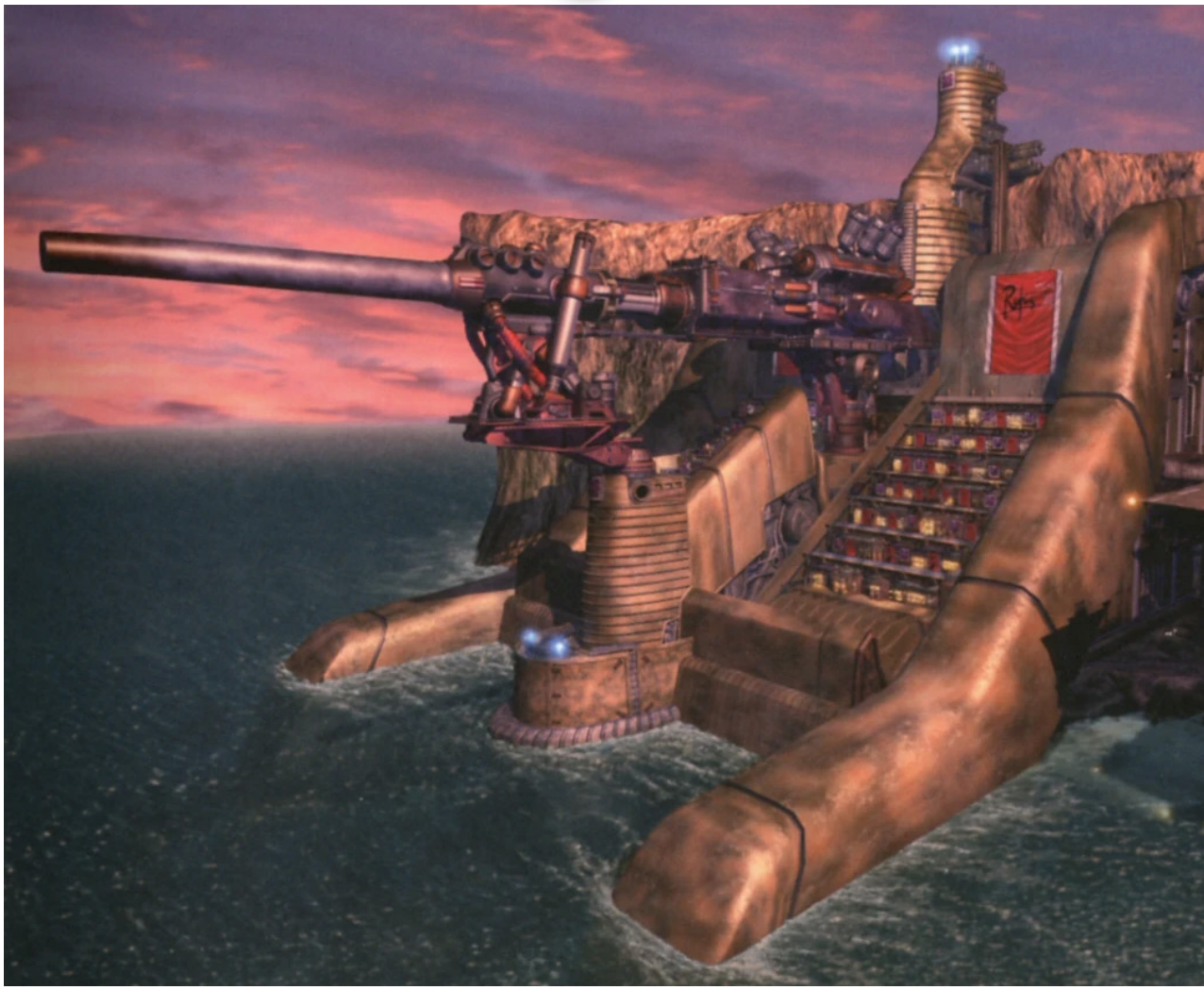
Though things appear tranquil at this ranch, which runs a business renting out chocobos, the nearby marsh is infested with monsters, making life anything but peaceful.

The village of Nibelheim lies at the foot of Mount Nibel, whose caves glow with the green light of mako. The outdated mako reactor here is the first such facility ever constructed by the Shinra Electric Power Company, and was used heavily during the Jenova Project. It's equipped with a mako energy condensation and cooling system used for generating materia.

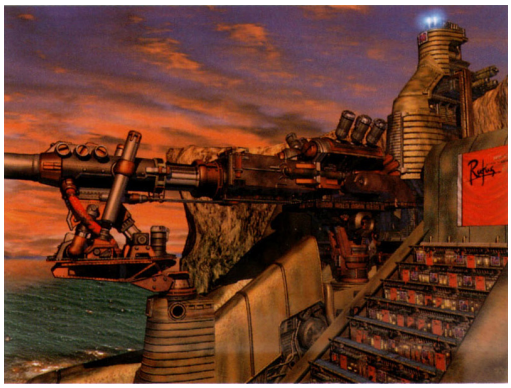
MOUNT NIBEL CAVES
ニブル山洞窟



OUTDATED NIBEL MAKO REACTOR
ニブル旧式魔晄炉



PORT CITY OF JUNON
海洋都市ジュノン



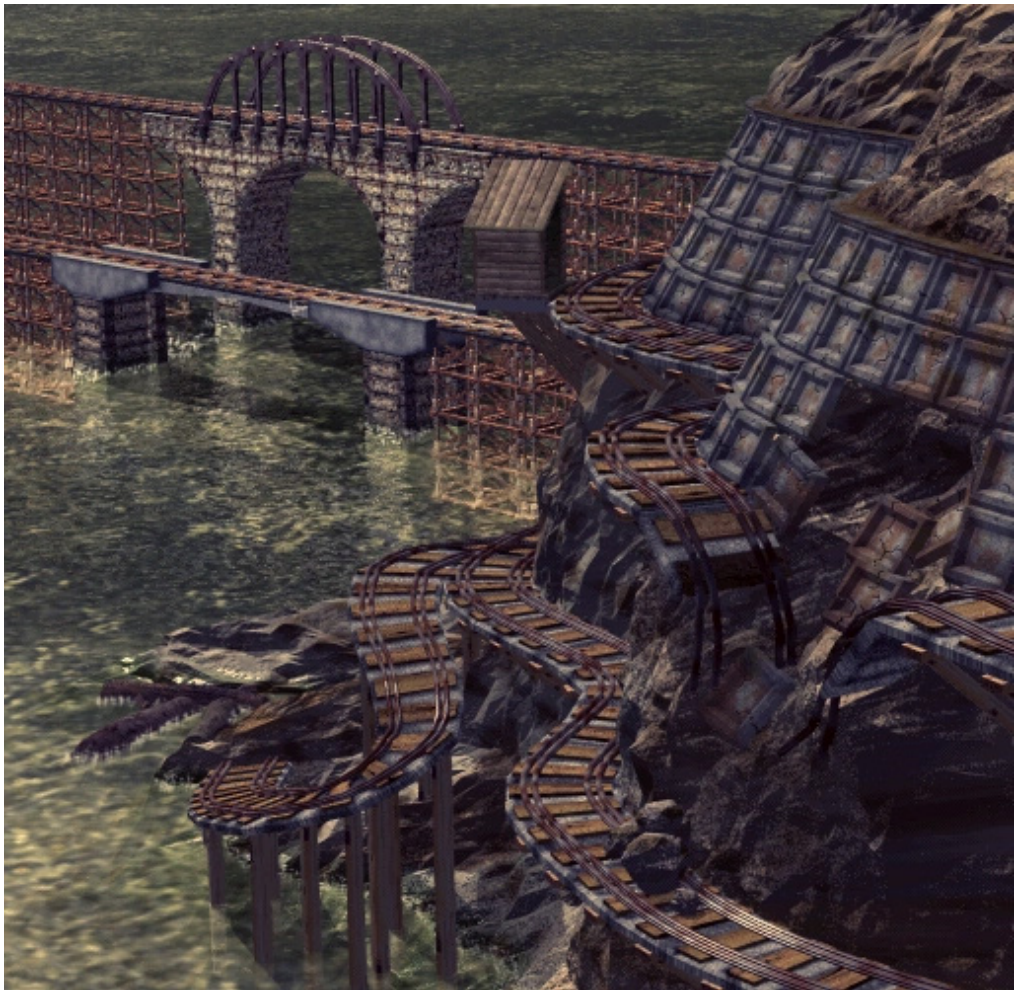
Once a world-renowned fishing port due to its favorable ocean currents, the marine pollution around Junon has rapidly increased with Shinra's construction of its oceanside city. Just a matter of years after Junon was built, its fishing industry was utterly destroyed.

A massive cannon threatens those seeking to invade, while Shinra security forces are stationed at the city's sole entrance, where high-voltage electricity keeps out any would-be intruders. The collapse of local industry has led to the expulsion of the city's former residents and its privatization by Shinra. Boats to and from Costa del Sol operate regularly under the company's control. An airport has been constructed directly overlapping the old residential district below, and enables landing and takeoff of the high-speed airship Highwind.

3 VIEWS OF JUNON
ジュノン3面

NORTH COREL RESIDENCES
北コレル民家

COREL MOUNTAINS +
COREL MAKO REACTOR
コレル山脈+コレル魔晄炉



The western continent. In the Corel mountain range there used to be a coal-mining village. The Shinra Electric Power Company constructed a mako reactor there upon discovery of the substance. Not long after, an explosion occurred at the reactor. Blame for the incident was pinned on the village, and it was burned to the ground. The coal mines, however, were left as is, along with the train tracks connecting to them.

Another mako reactor was built on the outskirts of a heavily forested village called Gongaga, yet it, too, was the site of an explosion three years ago.

Mako reactors drain the lifeblood of the planet. Cosmo Canyon is home to machinery that can hear the voices of the planet, as well as the Cosmo Candle, a sacred fire that has been kept burning for untold ages. Cosmo Canyon is the sole place where "planetology" is actively pursued, and served as the site of Avalanche's founding.

GONGAGA
ゴンガガ村

COSMO CANYON
コスモ キャニオン

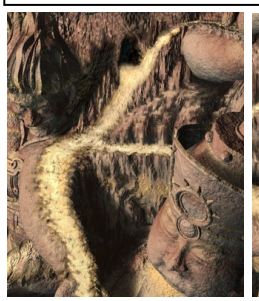
WUTAI RUINS PANORAMA
ウータイ遺跡全景

Further west of the western continent lie the Wutai ruins, which have become a world-renowned tourist destination thanks to their curious historic relics.

A path leads up to the ruins—the so-called Da-chao statue, carved into a cliff's face and dedicated to a giant serpent hailed as a water god—but even the locals dare not make the ascent due to fierce winds. A brief glance confirms these gales have severely weathered the ruins in certain places.

The city located at the foot of the Wutai ruins boasts a unique and time-honored martial arts and culture. However, years of pandering to the Shinra Electric Power Company have gradually transformed the city into a thriving hub for tourism.

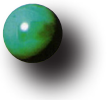
6 VIEWS OF THE WUTAI RUINS
ウータイ遺跡6面

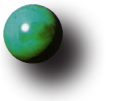


SEAFLOOR RUINS
海底遺跡

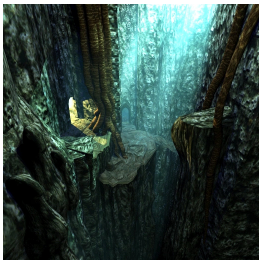
Not far from the chocobo ranch lies a marsh infested with Midgardsormrs. At the end of this treacherous terrain yawns the entrance to the Mythril Mine.

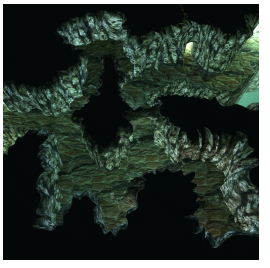
And lastly, the ruins of the Ancients—a place remembered only through legends passed down. Regarded as folklore, there are many who doubt its existence. It's said that something will happen when one prays before it, and is rumored to house the ultimate destructive magic. But these, too, are little more than myths that have never been confirmed—for none has ever tried to confirm them.

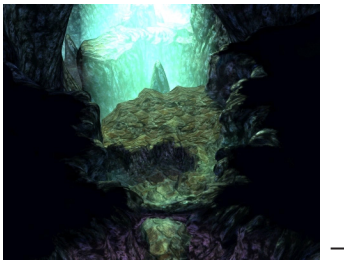




MYTHRIL MINE
ミスリルマイン







MATERIA LIST
マテリアッリスト

CHOCOBO LURE
チョコボよせ

FLURRY
みだれうち

INDENPENDENT MATERIA
独立マテリア

Materia Name	Effect
Speed Up	Raises the Speed stat
Luck Up	Raises the Luck stat
MP Up	Raises max MP
HP Up	Raises max HP
Magic Up	Raises Magic Attack when equipped on weapons; Magic Defense when equipped on armor
Cover	Protects an ally, taking an enemy's attack in their stead; activates randomly
Vigilance	Increases probability of preemptive attacks; prevents back attacks and pincer attacks
Counter	Counters with a direct attack regardless of the wait gauge whenever an enemy attack is taken
Long Range	Makes direct attacks as powerful from the back row as they would be from the front row
Enemy Ward	Reduces the rate of enemy encounters
Enemy Lure	Increases the rate of enemy encounters
Chocobo Lure	Increases the rate of chocobo encounters
EXP Up	Increases the number of experience points earned at the end of battle
Gil Up	Increases the amount of gil earned at the end of battle

MP COMMAND
MPコマンド

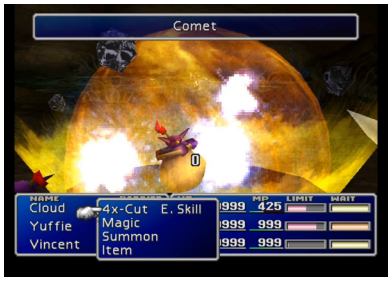
SUPPORT MATERIA
支援マテリア

Materia Name	Effect
Magnify	Makes linked command or spell multi-target
Command Counter	Counters with the linked command whenever an enemy attack is taken
Magic Counter	Counters with the linked spell whenever an enemy attack is taken
MP Turbo	Expends MP to boost the power of commands
MP Absorption	Drains MP according to damage dealt when attacking an enemy
HP Absorption	Drains HP according to damage dealt when attacking an enemy
Added Attack	Delivers an additional direct attack when linked command is used
Steal As Well	Uses Steal when linked command is used

STEAL
ぬすむ

BERSERK
バーサク

COMET
コメット



FLARE
フレア

COMMAND MATERIA
コマンドマテリア

Materia Name	Effect
Steal	Steals an item held by the enemy; becomes Mug when leveled up
Assess	Reveals an enemy's weak points and traits
Enemy Skill	Allows certain attacks to be learned when used by an enemy
Throw	Attacks an enemy by throwing an item; becomes Coin when leveled up
Puppet	Allows the user to take control of the enemy and freely use its commands and attacks
Magnify Attack	Attacks all enemies; becomes Flash when leveled up
Blitz	Attacks twice in succession; becomes Flurry when leveled up
W-Magic	Allows the user to cast two separate spells one after the other
W-Item	Allows the user to use two different items one after the other

MAGIC MATERIA
魔法マテリア

Materia Name	Effect
Fire	Fire→Fira→Firaga
Ice	Blizzard→Blizzara→Blizzaga
Earth	Quake→Quakera→Quakega
Lightning	Thunder→Thundara→Thundaga
Healing	Cure→Cura→Regen→Curaga
Binding	Sleep→Silence
Poison	Bio→Biora→Bioga
Cleansing	Poisana→Esuna→Resist
Time	Slow→Haste→Stop
Transformation	Mini→Toad
Befuddlement	Confuse→Berserk
Withdrawl	Escape→Banish
Gravity	Gravity→Gravira→Graviga
Barrier	Barrier→Manaward→Reflect
Revival	Raise→Arise
Meteorite	Comet→Cometeor
Subversion	Breach→Dispel→Death
Wall	Wall→Wallra→Wallga
Shield	Shield

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Somebody had to get this cursed knowledge out there. Somebody ..